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RESIDENT EVIL® 2

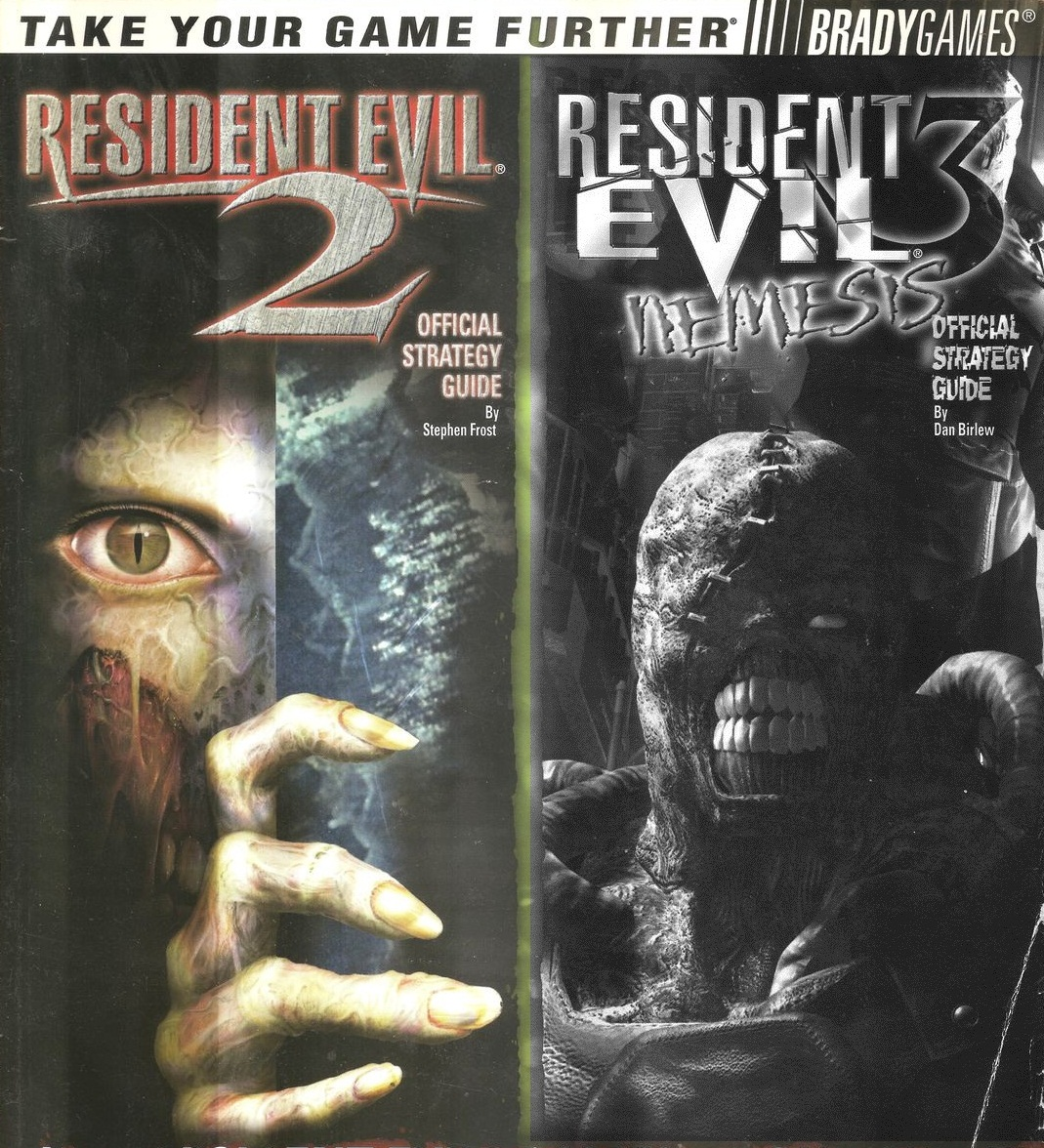
OFFICIAL STRATEGY GUIDE

By Stephen Frost

RESIDENT EVIL® 3 NEMESIS

OFFICIAL STRATEGY GUIDE

By Dan Birlew



TWO RESIDENT EVIL® GAMES — ONE GUIDE!

These games have received the following rating from the ESRB: MATURE M

NINTENDO GAMECUBE™

CAPCOM®

RESIDENT EVIL 2



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Introduction

When Capcom released the first *Resident Evil*, it pioneered a genre that has since become quite popular and full of imitators. Yet, even to this day, no other company has managed to combine the same level of action, scares, mind-challenging puzzles, and cinematic gameplay. In truth, the *Resident Evil* titles are truly in a class all their own and will be remembered for years to come.

This book has been designed to help you successfully complete the Nintendo GameCube version of *Resident Evil 2*. Each character, Leon and Claire, has specific walkthroughs devoted to them to make things easier. You will learn every aspect that the game has to offer, including the multiple bonus games, numerous secrets, and other surprises that Capcom has included in this latest version. However, to fully enjoy every part of this amazing game, we suggest that you only use this guide when you really need to.

Every question you can think of or problem that may arise will be answered in-depth within this book. Additionally, countless helpful strategies are revealed to help you in this journey to rid Raccoon City of its evil inhabitants. Make no mistake, *Resident Evil 2* is a huge game, full of challenges and scares. But that's what makes it so great, right?

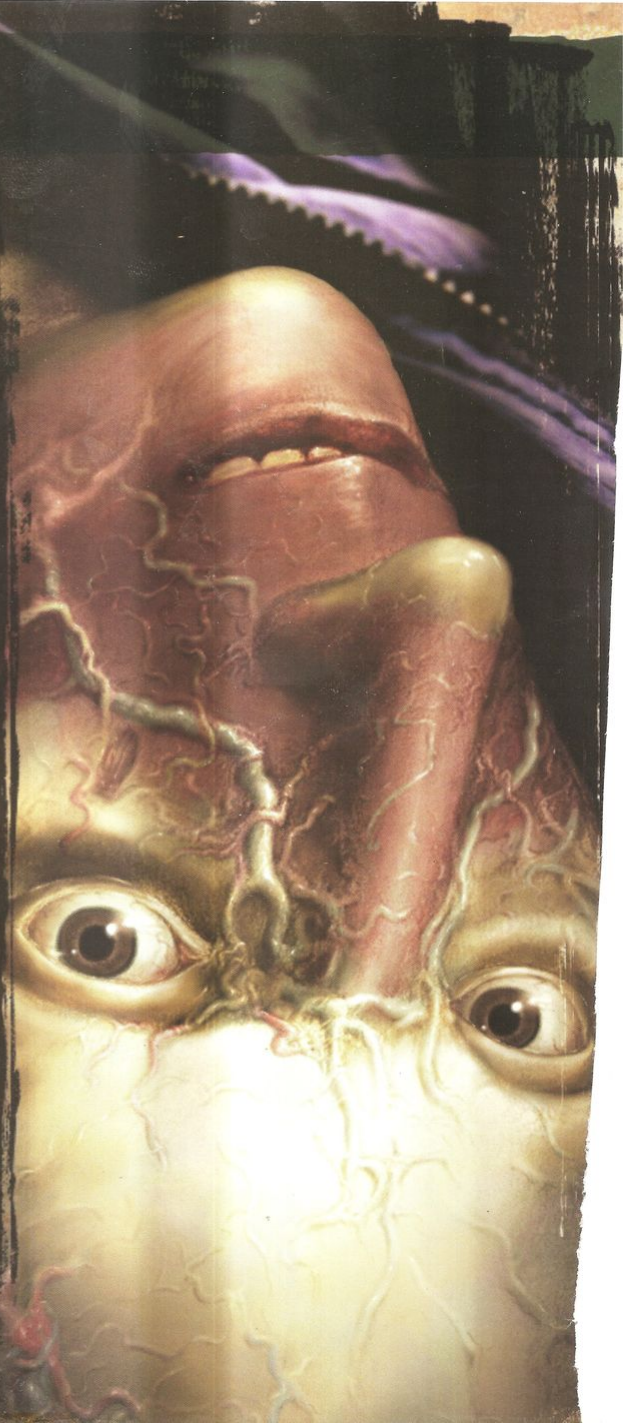
So, without further adieu, welcome to the world of survival horror. We just hope you're not too afraid of the dark...

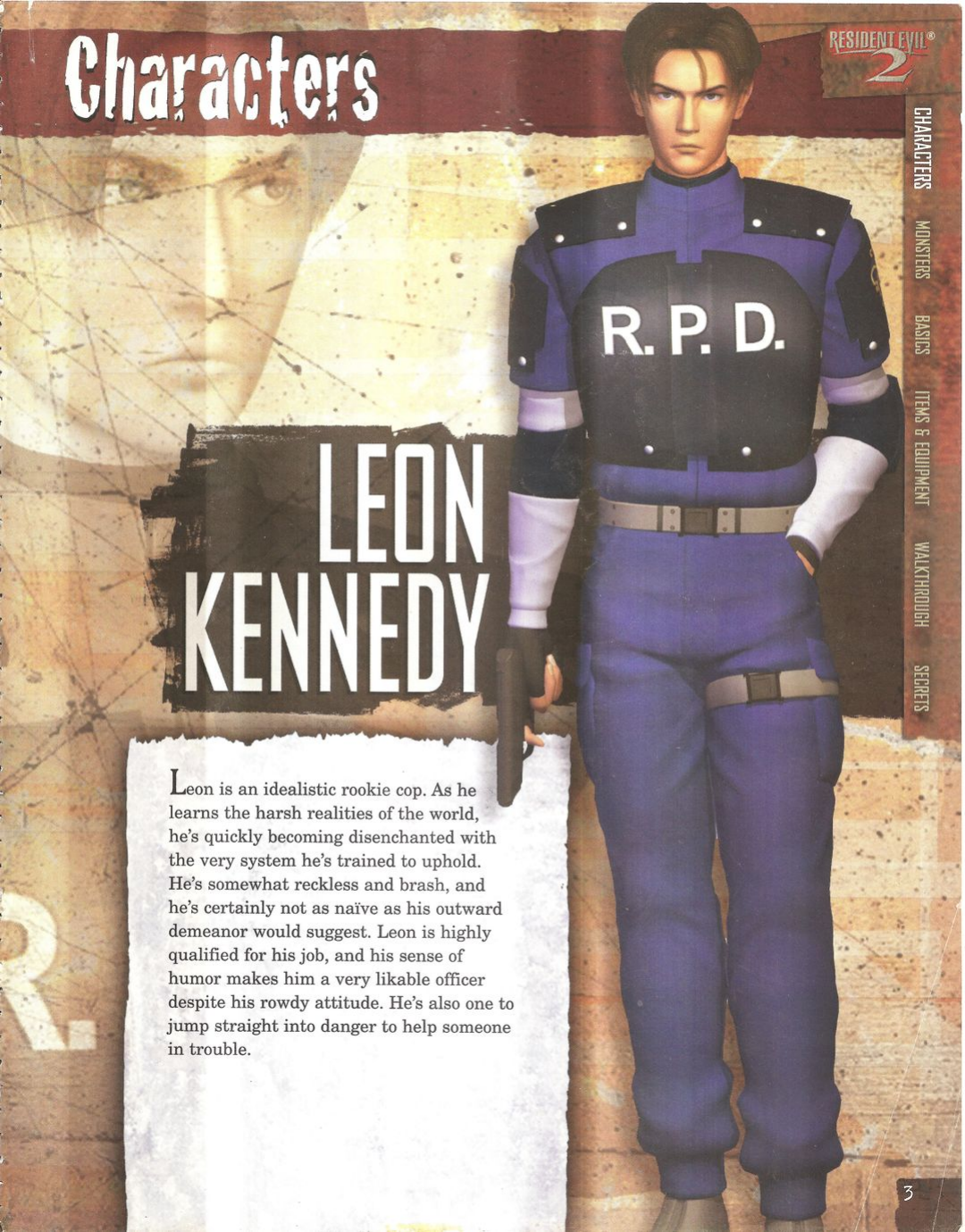
How It All Began...

A bizarre incident occurred in the outskirts of an American suburb called Racoon City. It was later revealed that the terrible disaster had been caused by the T-virus—a mutagenic-toxin created by the international enterprise Umbrella, Inc. for use in bio-weapon experiments.

The Racoon City police department's special S.T.A.R.S. Unit immediately began investigating the incident. The case was apparently closed thanks to the efforts of the S.T.A.R.S. members Chris Redfield and Jill Valentine.

But the Umbrella corporation's experiments were far from finished...





LEON KENNEDY

Leon is an idealistic rookie cop. As he learns the harsh realities of the world, he's quickly becoming disenchanted with the very system he's trained to uphold. He's somewhat reckless and brash, and he's certainly not as naïve as his outward demeanor would suggest. Leon is highly qualified for his job, and his sense of humor makes him a very likable officer despite his rowdy attitude. He's also one to jump straight into danger to help someone in trouble.



CLAIRE REDFIELD

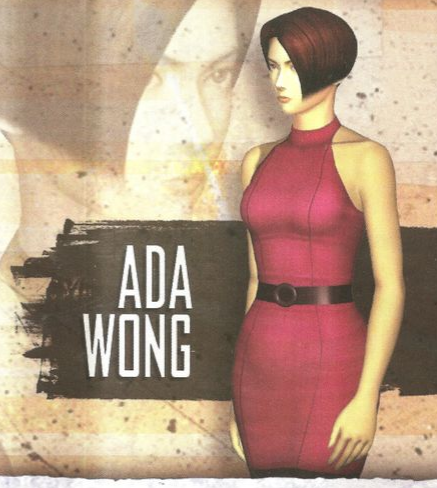
Claire is a lighthearted and articulate modern woman. Her intelligence and optimism make her both worldly and keenly aware of her surroundings. While Claire is sometimes a bit of a tomboy, she's very attractive and retains very feminine qualities. Her demeanor softens considerably when she deals with children. She can also be described as somewhat of a wild girl. Both extroverted and self-confident, typically she's the first person to try things many others would not. With her strong opinions on most issues, she can come across as quite sarcastic. But once you get to know her, she's extremely likable.



BEN BERTOLUCCI

Ben is a very brazen man, reminiscent of a cobra or some other sort of poisonous snake. His voice tends to reflect an underlying bitterness toward everyone. This bitterness is also evident in the venomous writing he does in his job as a reporter. He usually speaks in a low, soft voice that's honeyed, yet very dangerous in its own way. Ben is certainly not a man to be toyed with.

Ada is a very professional woman, highly skilled and intelligent. However, she can also come across as very condescending, with a tendency to talk down to those she sees as "inferior." This is most evident in her tone of voice when addressing others. She's also very strong-willed, but she most often relies on others in times of need. Her ancestry is Chinese, and she is currently engaged to be married to an Umbrella scientist in the near future.



ADA WONG



BRIAN IRONS

Brian Irons is the bitter, self-serving chief of police, and he reeks of self-importance. Oddly enough, he sees nothing wrong with his behavior and can't comprehend why his staff is less than willing to be entirely cooperative. In his arrogance, he writes off his staff's attitude as incompetence rather than a reflection of his own shortcomings. He aspires to become the mayor of Raccoon City in the upcoming elections. Sadly, his gruff exterior also hides a man who is truly disturbed. In his quest for power, he doesn't care who gets hurt. And, ultimately, his obsessions will be his downfall.



SHERRY BIRKIN

The daughter of William and Annette Birkin, brilliant scientists working for the Umbrella Corporation, Sherry is a bit insecure but very intelligent for a twelve-year-old. She's very shy, and when she speaks, she always sounds a bit unsure of herself. Still, she always manages to fend for herself when the situation arises.

WILLIAM BIRKIN

William is a classically trained scientist first and foremost, but he hardly fits the stereotype. By no means socially inept, he's a true "people person." He possesses an outstanding intellect that's wholeheartedly focused on his current research project. He's extremely sure of his abilities (rightly so), and he projects an air of confidence. Both the driving force behind his brilliance and his greatest downfall is his extreme lack of patience, which is demonstrated when he's required to explain his high-concept ideas to those with lesser understanding.

ANNETTE BIRKIN

Somewhat cold and emotionless, Annette Birkin is always deeply immersed in her work. While she's very competent at her job, it tends to take priority over everything else in her life, including the emotional needs of her daughter Sherry. Although she has very deep feelings for both her husband and her daughter, she doesn't allow herself to express them freely. Most people who meet her feel that she has a very icy exterior, coupled with a great deal of arrogance. Following her husband's death, she uses the significance of his work to fulfill her emotional needs.

Monsters

Along with some creepy humans and a handful of scary bosses, several other disturbing creatures populate the dark depths of Raccoon City. Granted, they might look a bit intimidating, but all of them have weaknesses that you can exploit. Here's a quick list of the major enemies in the game, along with a few words of advice on how to deal with them.

LISTEN FOR THE MUSIC

Just remember the golden rule: The bad guys aren't dead until the ambient "action" music stops!

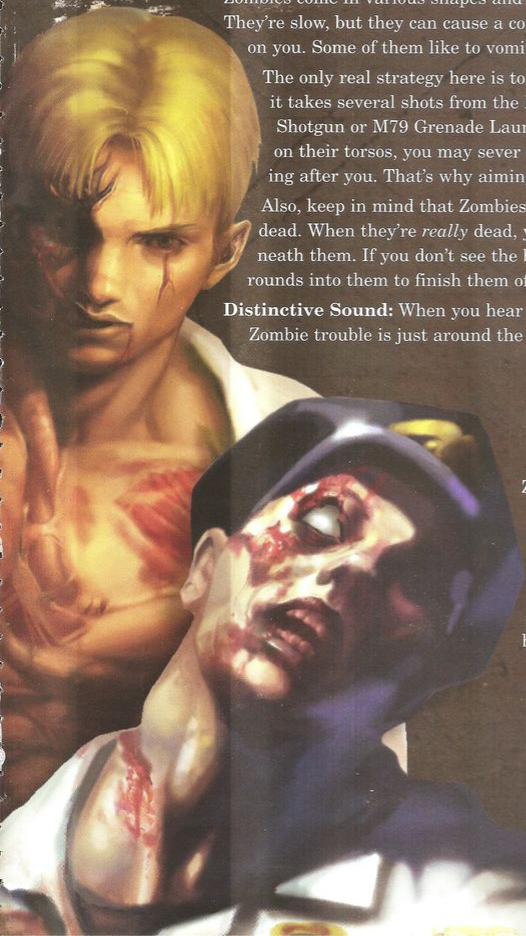
Zombies

Zombies come in various shapes and sizes, but basically they're all the same. They're slow, but they can cause a considerable amount of damage if they gang up on you. Some of them like to vomit acid on you, too.

The only real strategy here is to shoot at them from a good distance. Generally, it takes several shots from the Handgun to finish them off, so try to use the Shotgun or M79 Grenade Launcher if you can. If you use the heavy artillery on their torsos, you may sever them in half and have two Zombie pieces coming after you. That's why aiming for the head is the best thing to do.

Also, keep in mind that Zombies will often try to fool you into thinking they're dead. When they're *really* dead, you'll see a pool of blood ooze out from underneath them. If you don't see the blood, aim down and put a couple of extra rounds into them to finish them off.

Distinctive Sound: When you hear moaning and shuffling feet, you know that Zombie trouble is just around the corner!



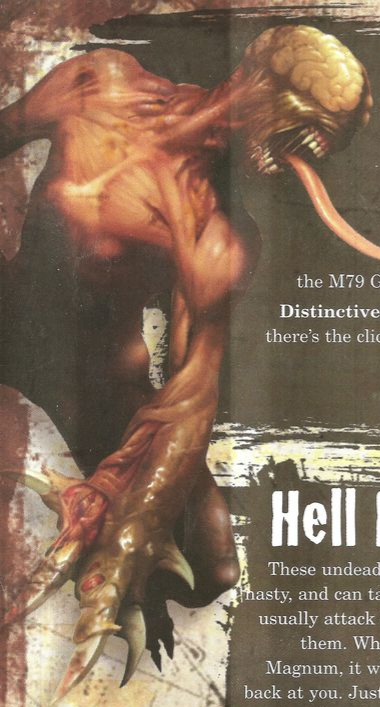
Zombie Hands

Zombie Hands are a variation on their full-bodied counterparts. Basically, Zombies will grab at you through cracks in the boarded-up windows. You can't kill them, so just try to run around them.

Distinctive Sound: No warning sound here—they just grab you!



Lickers



Lickers, as they're lovingly called, will try to get in close and swipe at you with their claws and tongues. They can be tough to catch, since they sometimes crawl around on the walls. They're fast and powerful, so try to keep your distance and attack from as far back as possible. Use a powerful weapon, such as the Shotgun or the M79 Grenade Launcher (equipped with the Acid Rounds).

Distinctive Sound: An eerie hissing sound, somewhat like heavy breathing. Also, there's the click-clack of their nails on the floor.

Hell Hounds



These undead dogs are very fast, very nasty, and can take a lot of damage. They usually attack in pairs, so don't get caught between them. When you shoot one with a Handgun or Magnum, it will be blown backward before coming back at you. Just stand your ground,aim low, and pull the trigger just as they pounce. Have patience, hold your position, and you should do fine. Just don't waste any powerful ammo unless you get surrounded.

Distinctive Sound: Like the Lickers, you can hear these creatures coming by the click-clack of their claws. Be ready!

Giant Spiders

These guys can be really nasty for three reasons: they're big, they're fast, and they can attack you from any direction. Did we mention that they also have this annoying habit of dropping poison on you? If you're going into an area that you know to be infested with Giant Spiders, you should definitely bring some Blue Herbs along in case you're poisoned.

These are the kinds of monsters that you don't want to fool around with. Bring out the Shotgun, Sub Machinegun, or M79 Grenade Launcher (with the Flame Rounds), and take 'em down quick. They usually attack in pairs, so you don't want to give them any time to gang up on you.

Distinctive Sound: A kind of thumping noise that sounds like a heartbeat. The faster the thumping, the faster they're moving toward you!

Crows

Generally, Crows attack in groups. They can be difficult to hit if they're swarming around you, but it only takes a single Handgun shot to put them down. Even if they do manage to peck at you a couple of times, it doesn't cause much damage. Just keep your cool and fire away. You don't even have to be very precise, as long as you're aiming in their general direction. Also, remember to keep moving around, because standing still for too long makes you an easy target.

Distinctive Sound: "Caw, caw!" Also, you can listen for their flapping wings.

Tentacles

Again, fire-based weapons such as the Flamethrower or Flame Rounds work the best. Tentacles are always anchored to something, so they can't damage you unless you get close to them.

In fact, some Tentacles won't even be in your way, so don't bother wasting ammo on them if it's not necessary.

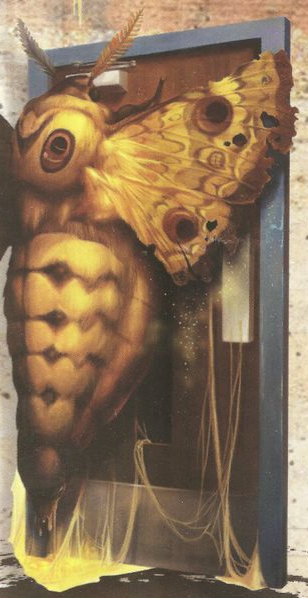
Distinctive Sound: Much the same as the Plant Creatures—a kind of rustling-leaves sound.

Plant Creatures (Ivy)

Fire-based weapons, like Leon's Flamethrower and Claire's Flame Rounds, work best. A single shot will send these creatures burning to the ground. You must be careful with them, though. They spit poison, so you'll want to get as far way from them as possible before you start shooting. Be sure to have a Blue Herb handy, just in case! Also, if you don't completely burn them, they may still swipe at you when you try to walk past them. Be careful!

Distinctive Sound: Squishy rustling of leaves.

Giant Moth



Giant Moths are just plain disgusting. They'll try to latch onto you if you get too close, so try to stay at least a few steps away from them at all times. Use Grenade Rounds, the Flamethrower, or Acid Rounds to take the Giant Moths down quickly and easily.

Distinctive Sound: Deep flapping of wings. However, these things usually lie dormant in wait for you, so you'll probably see them before you actually hear them.



Large Roaches

If you don't make it through the Fan Tunnel quickly enough, you'll have to deal with hundreds of Large Roaches. These creatures will attempt to swarm all over you, draining your health in the process. Just run away as soon as you see them to avoid any unnecessary damage. There's really no easy or effective way to kill them.

Distinctive Sound: A "swarm" sound that's quite realistic. You'll know when you hear it...you can't mistake it for anything else.

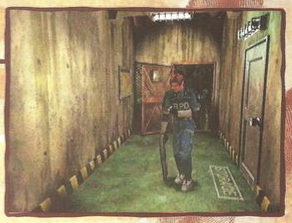
Giant Alligator

There's actually only one Alligator in the game, but it will definitely leave an impression on you. Despite being the largest enemy in *Resident Evil 2*, it's surprisingly easy to kill. All it takes is one bullet from your Handgun and a little bit of patience.

Distinctive Sound: This is one situation where you'll definitely see your enemy before hearing it.

Surviving the Horror

Keeping an Eye on Your Character



When your character gets injured, you'll see an actual physical representation of the damage they've incurred. The character will actually grab his or her chest, or start to limp or walk in a slow manner. The slower they move, the lower their health.

When this occurs, immediately check your character's status on the Inventory Screen (press the Y Button). If the need arises, use an Herb or First Aid Spray for healing purposes. As a general rule, make sure your character is relatively healthy before taking on a large group of enemies.

Effectively Using Weapons and Ammo

Since ammo is quite limited, wasting it isn't the wisest choice. It's definitely better to think before you shoot. Often, you can just simply run away and save your ammo for the impassible enemies. When you do need to use a weapon, use that one that is most appropriate for the given situation. You wouldn't want to use the Handgun against a boss or a Grenade Launcher against a standard Zombie.

Most enemies have a weakness against certain types of ammunition, so learn them as quickly as possible. Check out "The Monsters" chapter of this guide for additional tips.

Saving as a Last Resort



One of the rarest commodities in *Resident Evil 2* is the **Typewriter Ribbon**. Because of this, only save when absolutely necessary. A good rule of thumb to follow is to save once every 45 minutes or so. Then, when you get more confident, you can save even less often. Above all, remember that saving too often will reduce your overall letter grade at the end of the game. This will also reduce your chances of earning the secret bonus weapons.

The Science of Reloading



When shooting at an army of oncoming Zombies or other creatures, the last thing you should have to do is reload your weapon. This process generally takes several seconds, allowing enemies to get even closer and possibly hurt you.

Always try to keep a mental count of the amount of ammo your current weapon can hold. Then before you run out, press the Y Button to access the Inventory Screen. Use the Combine function to add ammo to the weapon.

Reloading a weapon in this fashion pauses the game, so your character can't sustain damage. You can then immediately jump back into the game fully loaded.

Heal Thy Self—Herbs and First Aid Sprays

The most challenging aspect of this game is simply staying alive. To make things easier, there are various Herbs and First Aid Sprays scattered around Raccoon City.

The First Aid Sprays fully heal your character, even if your character's Health Meter is at the red "Danger" level. Herbs are a little more complex, because you can combine different types to achieve specific effects. The following table lists all the Herbs and the different ways you can combine them:

Herb Combination	Effect
1 Green	Restores partial health
1 Blue	Cures Poison
1 Red	No use by itself
2 Green	Restores 2x the health of one Green herb
3 Green	Restores full health
1 Green + 1 Blue	Restores partial health, cures poison
2 Green + 1 Blue	Restores 2x the health of one Green Herb, cures poison
1 Green + 1 Red	Restores full health
1 Green + 1 Red + 1 Blue	Restores full health, cures poison

Dodging Enemies—The Big Fake-Out

Most of the enemies you encounter in Raccoon City generally attack from head-on. Because of this, you can lead them where you want them to go, often facilitating an easy escape in some cases. This technique, lovingly called "The Big Fake-Out," is very useful when you're low on ammo or simply want to conserve it. Basically, just stand to one side of an enemy to lure it in that direction, then immediately dash away in the other direction. Don't get too close to the monster while dashing, or it might grab you.

The "B" Games—Even More Adventures Ahead

So you've played through both Leon's and Claire's "A" games, but you're still looking for more cool stuff to do in *Resident Evil 2*? Well hold on, because there are two whole new games waiting for you!



It works like this: Each character has two sets of games, an "A" and a "B." When you finish one character's "A" game, you open up the other character's "B" game. So by defeating Leon's "A" game, you open up Claire's "B" game, and when you defeat Claire "A," you get to play Leon "B." Got it?

So what's different about the "B" games? Well, almost all of the rooms are exactly the same, but the placement of the enemies and some of the items are different. At the beginning of the "A" games, you start beside the crashed tanker truck. In the "B" games, however, you start on the other side. This second path through the city streets is much shorter than the original one, but it enables you to enter the Police Station through the second floor on the rooftop with the crashed helicopter.

The only other difference between the "A" and "B" games is that the storylines change slightly. For example, in Leon's game, you still meet Ada in much the same way, but your final fate together is much different. On top of that, you'll come face-to-face with *Resident Evil's* true final boss and see the game's actual complete ending. This ending, in fact, leads up to the events in the upcoming *Resident Evil 4* title.

Arrange Game—What's Different?

As an added bonus, Capcom added a new mode of play that helps to lengthen the replay value of *Resident Evil 2*. This mode, Arrange Game, is basically the same as the original game, only the Zombies are a bit easier to kill and you're given the bonus weapons at the start. You have the Sub Machinegun at the very start, while the Gatling Gun and Rocket Launcher are located in the Item Chests.



Making the Grade

Each time you finish the game with a character, you receive a letter grade much like you would find on a report card. The grade is based on several different factors, the main one being time. Your grade is reduced if you use a First Aid Spray, so avoid using them whenever possible. Lastly, the grade is demerited by one letter if you use any special weapons (see the "Game Secrets & Bonuses" chapter) or save more than six times.

As an example, to receive an "A" grade you must do the following:

- Complete the game in less than 3½ hours
- Save no more than six times.

Weapons Reference List

This section of the book summarizes all of the weapons and ammo that you can find in *Resident Evil 2*.

If there isn't an item listing for a particular character's game (such as Leon's B game), that means the item isn't available in that particular game.

Abbrev.	What It Means
LA	Leon's A game
CA	Claire's A game
LB	Leon's B game
CB	Claire's B game

Weapons

Handgun



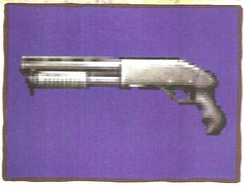
H&K VP70. Manufactured by H&K, Germany. It uses 9mm parabelum rounds. You always begin the game with the Handgun.

Custom Handgun



H&K VP70 Burst with a stock holster. Capable of firing three-round auto-bursts. You get the Custom Handgun by combining the Handgun and the Handgun Parts.

Shotgun



Remington M1 100-P. The Shotgun uses 12-gauge rounds. It's smaller than a standard M1 100 because its barrel is cut.

LA: City Area (Part 1), Room 2, Police Station 2F, Room 3

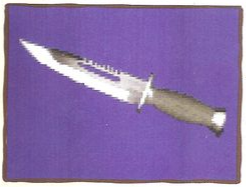
LB: Police Station 1F, Room 1

Custom Shotgun



Remington M1 100 full-size semi-automatic. The longer barrel results in more concentrated shot blasts. You get the Custom Shotgun by combining the Shotgun and the Shotgun Parts.

Knife



A combat knife. This weapon comes in handy when you have no ammo. You always start the game with the Knife.

Magnum

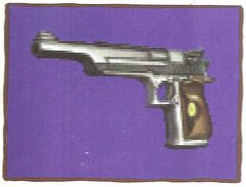


Desert Eagle 50A.E. A high-caliber pistol, the Magnum uses powerful DOT50A.E. rounds. Manufactured by IMI, Israel.

LA: Police Station 1F, Room 18

LB: Police Station 2F, Room 3

Custom Magnum



D.E. 50A.E. With a 10-inch barrel placed onto the D.E.50A.E., it can fire DOT50A.E. rounds with more power. You get the Custom Magnum by combining the Magnum and the Magnum Parts.

Sub Machinegun



MAC11. Manufactured by Military Armament Corp., it uses DOT 380 rounds.

LA: Police Station B1, Room 8

CB: Police Station B1, Room 8

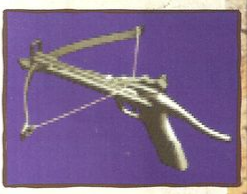
Colt S.A.A.



Colt S.A.A. artillery model. Used by the cowboys in the Wild West. Designed for a quick draw.

CB: Police Station 1F, Room 8

Bow Gun



A powerful Bow Gun, primarily used to hunt large game.

CA: City Area (Part 1), Room 2

CB: Police Station 2F, Room 4

Grenade Launcher



M79 Grenade Launcher. Various rounds can be used. The cut stock causes greater recoil. Made in the U.S.A.

CA: Police Station 2F, Room 3

CB: Police Station 1F, Room 1

Spark Shot



The Spark Shot is a high-voltage gun used to repel experimental animals. It uses Spark Shot rounds and has a range of 10 feet.

CA: Vacant Factory B1, Room 3

CB: Vacant Factory B1, Room 3

Flamethrower



Chemical fuel flamethrower made by Umbrella Inc. The fuel is fed from a small cartridge.

LA: Laboratory B4, Room 5

LB: Laboratory B4, Room 5

Weapon Parts

Handgun Parts



These parts resemble pieces for the Handgun.

LA: Police Station 2F, Room 4

LB: Police Station 2F, Room 4

Shotgun Parts



These parts resemble pieces for the Shotgun.

LA: Vacant Factory B1, Room 3

LB: Vacant Factory B1, Room 3

Magnum Parts



These parts resemble pieces for the Magnum.

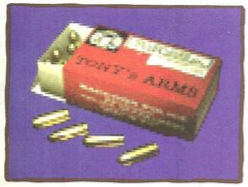
LA: Laboratory B5, Room 5

LB: Laboratory B5, Room 5

Ammunition

Handgun Bullets

9x19 parabelum rounds that can be used for either the H&K VP70 or Browning HP. These bullets are available in *all* games.



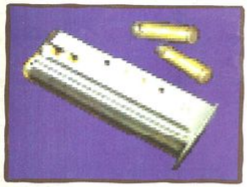
Shotgun Shells

Shells for the Remington M1 100 series. These shells are available in Leon's A and B games.



Magnum Bullets

DOT50A.E. rounds. Magnum rounds for the Desert Eagle. These bullets are available in Leon's A and B games.



Bow Gun Bolts

Compact iron bolts that can be used with a Bow Gun. These bolts are available in Claire's A and B games.



Acid Rounds

These are Grenade Acid Rounds used for the M79 Grenade Launcher. These rounds are available in Claire's A and B games.



Grenade Rounds

These grenade-bearing rounds are used for the M79 Grenade Launcher. These rounds are available in Claire's A and B games.



Flame Rounds

These Grenade Flame Rounds are used for the M79 Grenade Launcher. These rounds are available in Claire's A and B games.



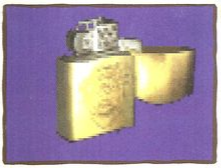
Special Items Reference List

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Abbrev.	What It Means
LA	Leon's A game
CA	Claire's A game
LB	Leon's B game
CB	Claire's B game

Lighter



An oil lighter.
LA: You start the game with it
CA: Police Station 2F
LB: You start the game with it
CB: Police Station 2F

Valve Handle



With this in your inventory, you can open or close valves.
LA: City Area (Part Two)
CA: City Area (Part Two)
LB: Police Station 1F
CB: Police Station 1F

King Plug



A plug of some sort, in the shape of a king.
LA: Police Station 2F
LB: Police Station 2F

Bishop Plug



A plug of some sort, in the shape of a bishop.
LA: Police Station 2F
LB: Police Station 2F

Knight Plug



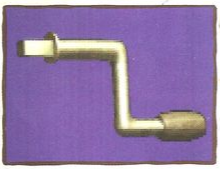
A plug of some sort, in the shape of a knight.
LA: Police Station 3F
LB: Police Station 3F

Rook Plug



A plug of some sort, in the shape of a rook.
LA: Police Station 1F
LB: Police Station 1F

Crank



The end is square-shaped. The name of this item changes to Square Crank after you look at it.
LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 1F
CB: Police Station 1F

Unicorn Medal



The following is engraved on the back of this medal: "Please guide me to the beautiful maiden who turned into stone as she waited for me."
LA: Police Station 2F
CA: Police Station 2F
LB: Police Station 2F
CB: Police Station 2F

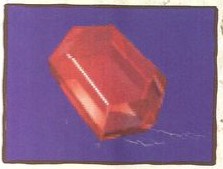
Golden Cogwheel



Completely gold-plated, this item looks like a large clock cog.

LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 1F
CB: Police Station 1F

Red Jewel 1



A blood-red jewel about the size of a fist. The name of this item changes to Virgin Heart after you look at it.

LA: Police Station 2F
CA: Police Station 2F
LB: Police Station 2F
CB: Police Station 2F

Red Jewel 2



A blood-red jewel about the size of a fist. The name of this item changes to Virgin Heart after you look at it.

LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 1F
CB: Police Station 1F

Side Pack



This item expands your ability to carry stuff by giving you two more spots in your inventory.

LA: Police Station B1
CA: Police Station B1
LB: Police Station B1
CB: Police Station B1

Ink Ribbon



You can use this to save your game. The Ink Ribbon is available in *all* games.

Film A



You can't tell what's on the film until you develop it.

LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 1F
CB: Police Station 1F

Film B



You can't tell what's on the film until you develop it.

LA: Police Station 1F
CA: Police Station 1F

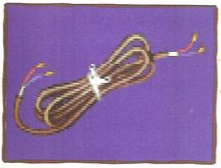
Film C



You can't tell what's on the film until you develop it.

LA: Police Station B1
CA: Police Station B1
LB: Police Station B1
CB: Police Station B1

Cord



Use this cord to connect wires on small electric devices.

LA: Police Station 1F
CA: Police Station 1F

Wolf Medal



There's a wolf etched into this medal.

LA: Sewer B2
CA: Sewer B2
LB: Sewer B2
CB: Sewer B2

Eagle Medal



There's an eagle etched into this medal.

LA: Sewer B1
CA: Sewer B1
LB: Sewer B1
CB: Sewer B1

Fuse Case



This is a case for industrial fuses. It's been designed for superconductor fuses.

LA: Laboratory B4
CA: Laboratory B4
LB: Laboratory B4
CB: Laboratory B4

Main Fuse



You can restore power to the lab using the Main Fuse.

LA: Laboratory B4
CA: Laboratory B4
LB: Laboratory B4
CB: Laboratory B4

G-Virus



The G-Virus is a purple object in a gel-like state.

LA: Laboratory B4

Plastic Bomb



The Plastic Bomb has enough C4 to clear a wall, but it needs a detonator.

CA: Police Station 1F
CB: Police Station 1F

Detonator



A charge detonator must be used in conjunction with a bomb—it's useless by itself.

CA: Police Station 1F
CB: Police Station 1F

Bomb & Detonator



You can clear away wreckage using this powerful combination. You get the Bomb & Detonator by combining the Plastic Bomb and the Detonator.

Lockpick



You can unlock simple locks with the Lockpick. You start both of Claire's games with this item. Leon never receives the Lockpick.

Serpent Stone



A six-inch stone that has a snake etched on its side.

CA: Police Station 2F
CB: Police Station 2F

Blue Stone 1



Half of an animal is etched on this stone fragment.

CA: Police Station 2F
CB: Police Station 2F

Blue Stone 2

Half of an animal is etched on this stone fragment.

CA: Police Station 3F

CB: Police Station 3F



Jaguar Stone

A Jaguar is etched into this six-inch stone. You get this item by combining the two Blue Stones together.



Eagle Stone

This six-inch stone has an eagle etched on it.

CA: Police Station 1F

CB: Police Station 1F



Vaccine Cartridge

Used to create the vaccine. You need the Base Vaccine first.

CA: Laboratory B4



Base Vaccine

Vaccine Cartridge processed with the activator.

CA: Laboratory B4



Vaccine

You can save Sherry with this item.

CA: Laboratory B5



Health

Green Herbs

These are special Herbs that grow in the Raccoon City region. Green Herbs are available in *all* games.



Blue Herbs

More special Herbs that grow in the Raccoon City region. Blue Herbs are available in all games.



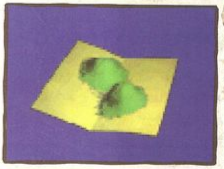
Red Herbs

More special Herbs that grow in the Raccoon City region. Red Herbs are available in all games.



Mixed Herbs

A mixture of two green herbs results in Mixed Herbs. Mixed Herbs are available in all games.



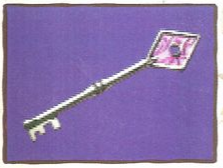
First Aid Spray

First Aid Spray completely restores your character's vitality. First Aid Spray is available in all games.



Keys

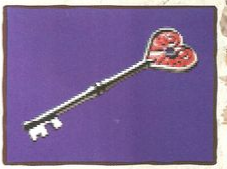
Precinct (Diamond) Key



This key is in the shape of a diamond.

LA: Police Station 2F
CA: Police Station 2F
LB: Police Station 2F
CB: Police Station 2F

Precinct (Heart) Key



This key is in the shape of a heart.

LA: Police Station 1F
CA: Police Station 2F
LB: Police Station 1F
CB: Police Station 2F

Precinct (Club) Key



This key is in the shape of a club.

LA: Sewage Disposal
CA: Sewage Disposal
LB: Sewage Disposal
CB: Sewage Disposal

Precinct (Spade) Key



This key is in the shape of a spade.

LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 1F
CB: Police Station 1F

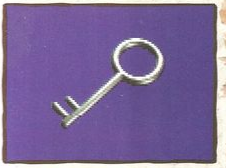
Small Key 1



Resembles the key to a desk.

LA: Police Station 2F
LB: Police Station 2F

Small Key 2



This key also resembles the key to a desk.

LA: Police Station 1F
LB: Police Station 1F

Blue Card Key



A plastic card that reads "Hole 1F Electronic lock."

LA: Police Station 1F
CA: Police Station 1F
LB: Police Station 2F
CB: Police Station 2F

Red Card Key



A plastic card that reads "Weapon Storage."

LA: Police Station B1
CA: Police Station B1
LB: Police Station B1
CB: Police Station B1

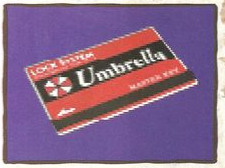
Weapon Box Key



This odd-shaped key has the Umbrella logo on the key ring.

LA: Vacant Factory B1
CA: Vacant Factory B1
LB: Vacant Factory B1
CB: Vacant Factory B1

Lab Card Key



This card key looks like a card key for lab access.

LA: Laboratory B5
CA: Laboratory B5
LB: Laboratory B4
CB: Laboratory B4

MO Disk



The label on the MO Disk reads "For Cargo Room Verification."

LA: Laboratory B4

CA: Laboratory B4

Control Panel Key "D"



This control panel key has the letter "D" etched into it. The name of this key changes to Down Key after you look at it.

LA: Vacant Factory 1F

CA: Vacant Factory 1F

Control Panel Key "U"



This control panel key has the letter "U" etched into it. The name of this key changes to Up Key after you look at it.

LB: Vacant Factory 1F

CB: Vacant Factory 1F

Special Key



This Special Key can unlock an unopened locker. The name of this key changes to Locker Key after you look at it.

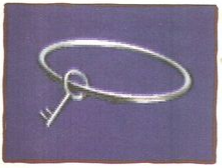
LA: City Area (Part 1)

CA: City Area (Part 1)

LB: City Area (Part 1)

CB: City Area (Part 1)

Cabin Key



Using this key, you can access the cabin in the rear.

LB: City Area (Part 1)

CB: City Area (Part 1)

Platform Key



Hurry and get that train operational!

LB: Escape Train Area

CB: Escape Train Area

Master Key



Looks very important.

LB: Laboratory B1

CB: Laboratory B4

Power Room Key



It looks unique. Accesses the power room.

LB: Laboratory B5

CB: Laboratory B5

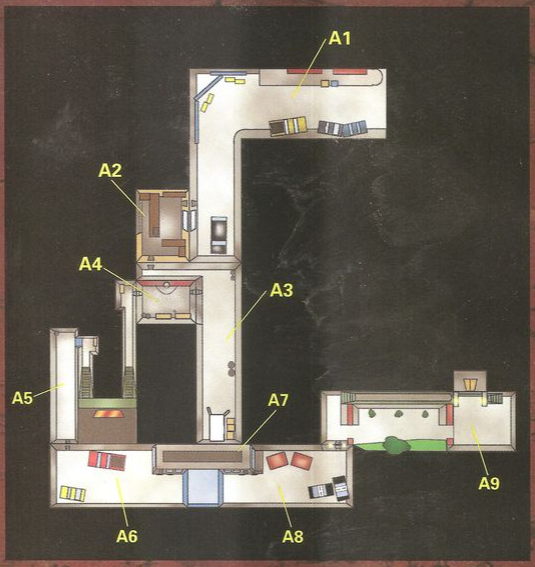


Leon's A Walkthrough

DON'T FORGET!

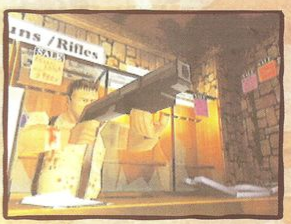
This walkthrough was written using the Normal difficulty setting. The abbreviations listed next to the items correspond to a specific map and room. For example, **Ink Ribbon [B1]** means that this particular Ink Ribbon is located in Room 1 of Map B.

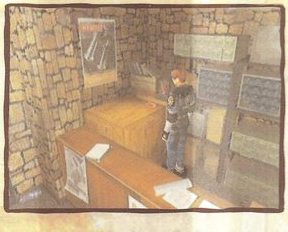
City Area, Part 1



You begin Leon's "A" game on the left side of the destroyed police car. Run past the Zombies until you reach the Gun Shop. After venturing a few steps into the shop, a cut-scene shows the shop owner who's trying to shoot you. Luckily, you convince him that you're not one of the mindless Zombies currently rampaging through Raccoon City.



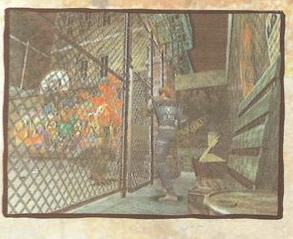


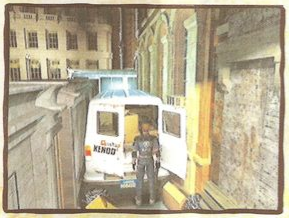


After the cut-scene, fully explore the shop. You can find one box of **Handgun Bullets [A2]** on the shelf behind the main counter. There's even another box behind the side counter on top of a crate.

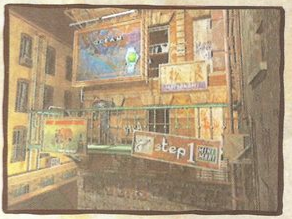
After walking behind the side counter and returning into the open, Zombies smash through the front window and kill the storeowner. Dispose of the Zombies while using the counters as cover. When the coast is clear, pick up the **Shotgun [A2]** from the remains of the storeowner, then head out the back door to the Back Alley.

While walking through the alley, you will notice some Zombies locked behind a fence to the left. Pull out the Shotgun and stand in front of the gate. Aim at the Zombies' heads and fire; you may be able to take out at least two of them!





Now head toward the van at the back of the alley. Eradicate the attacking Zombies that crash through the fence, then collect the box of **Handgun Bullets [A3]** from the back of the van. Find a safe position to hold your ground, and dispose of the remaining Zombies with a barrage of gunfire.



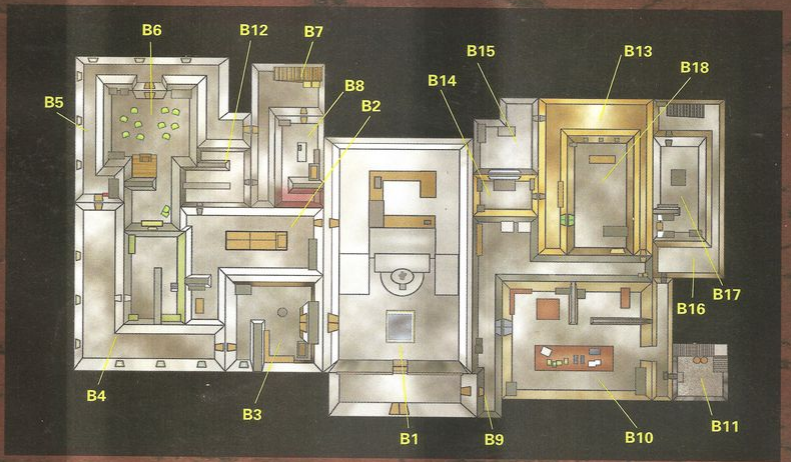
Go through the open gate and walk past the basketball court to the other side. Exit through this gate to an area with a metal walkway (Room 5; see map). Walk up the stairs and follow the walkway to the other side, and then down the other set of stairs. Explore to the right, between the two trashcans, to find a box of **Handgun Bullets [A5]**.

Next, climb over the dumpster, run past the Zombies, and leave through the gate at the end of the alley. You will encounter some Zombies here, but they're no match—simply run past them and board the nearby bus.

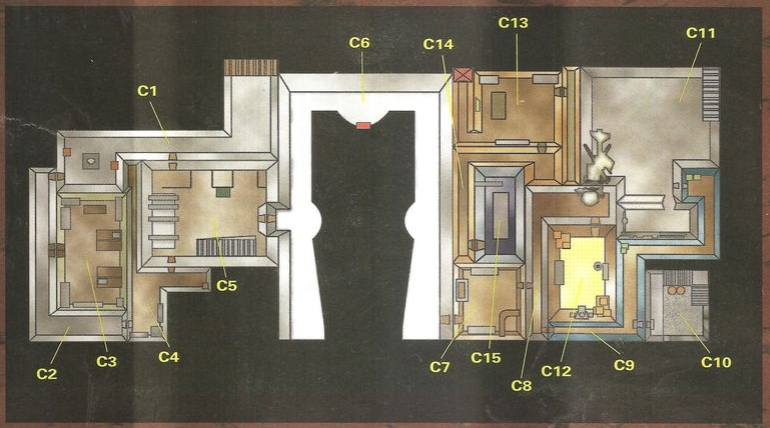


To the left is a duffel bag that contains a box of **Handgun Bullets [A7]**. There are also a couple of Zombies here, but there is no easy way to dodge them. Therefore, use the Pistol to put them to rest. Get off the bus at the other end, and run past the group of Zombies here. You will eventually see another gate, which leads to the Police Station area. Go through it and follow the path around until you reach the front doors of the Raccoon City Police Department.

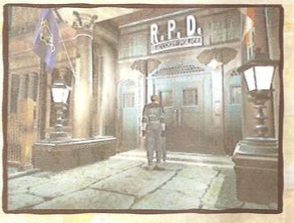
Police Station 1F



Police Station 2F



Inside the Police Station, walk down the front staircase and enter the door at the back left of the Main Hall. Inside, a wounded cop hands over a **Blue Card Key [B2]** and then forces you out of the room.



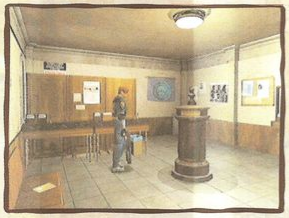


ROOM ACCESS

You can't re-enter this room until later in the game!

With the Blue Card Key in your possession, use it on the computer terminal to unlock the other two doors in the room. Then pick up the **Ink Ribbon [B1]** and the box of **Handgun Bullets [B1]** near the computer.





Now enter Reception Area 1, which is located behind the front door on the left side of the hall. There is an **Item Box** here as well as a **File: "Police Memorandum" [B3]**. This file reveals the combination to a safe (2236), which comes in handy later in the game. While leaving this room through the back exit, you'll catch a glimpse of a Licker. Don't worry, though, because it can't cause any damage right now.

NEED MORE AMMO?

After you find a **Small Key** (which happens later in the game), return to this room and open the locked drawers. Inside you will find some **Handgun Bullets**.

Circuit Box Hall 1



You are now in the Circuit Box Hall 1, which contains a **Circuit Box [B4]** and a **Green Herb [B4]**. As you walk up to the pool of blood on the floor, a Licker drops down and attacks. Use a few rounds from the Shotgun to finish off the creature. Continue through the wooden door into the Hallway With Boarded Windows, and enter the next door you see.

Briefing Room





Pick up the **File: "Operation Report 1" [B5]** on the table just to the right of the doorway. Use the **Lighter** on the fireplace in the back part of the room to receive a **Red Jewel [B5]**. Then search the far end of the back room to find a hidden box of **Handgun Bullets [B5]**.

Return to the Hallway and turn left toward the room with a staircase. Be careful, though, because there are some Zombies here and they can quickly surround you. Grab the two **Green Herbs [B7]** near the door to the Dark Room, then enter that door.

Dark Room

There is an **Ink Ribbon [B8]** to the left of the Typewriter on the file cabinet. There's also a **File: "Operation Report 2" [B8]** on the table behind the Typewriter. Use the back section of the room to develop any rolls of film that you find in the game.

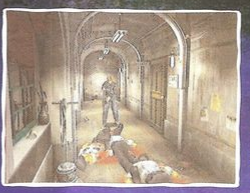


When you're finished, exit and walk up the nearby staircase. Follow the hallway until you reach a room with three statues in it. To solve this simple puzzle, push the right gray statue on top of the left pressure plate. Then push the left brown statue on top of the right pressure plate. When the plates are in the correct position, you will hear a distinct "clicking" sound.

When done correctly, the center statue drops a fist-sized **Red Jewel [C1]**. Grab it and exit through the nearby door, which takes you to the Hallway to the S.T.A.R.S. Office and more Zombies!

AVOIDING THE ZOMBIES

You can run past the Zombies if you want, but the tight corners can make this task rather difficult. It's up to you!

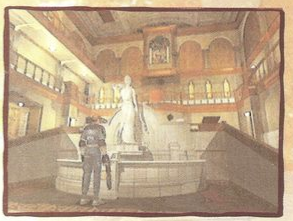


S.T.A.R.S. Office

Enter the S.T.A.R.S. Office (the next door) to find a **First Aid Spray [C3]**, another **Shotgun [C3]**, a **File: "Chris's Diary" [C3]**, and the **Unicorn Medal [C3]**.

HERE COMES CLAIRE

After picking up the File and the Unicorn Medal, Claire walks in for a brief cut-scene.



With the Unicorn Medal in your possession, return to the Main Hall on the first floor and use it on the Center Statue. This reveals a **Precinct (Spade) Key [B1]**. Keep in mind that when you go through the Hallway With Boarded Windows a second time, Zombie Hands will burst through and attempt to grab you.



Now go through the front right door, which leads to Reception Area 2. There are lots of Zombies in this area, so come prepared. Pick up the **Green Herb [B9]** located to the left of the vending machines, and enter through the big set of blue doors. This leads to the Fan Room, and inside are more Zombies. Don't let the "sleeping" Zombie fool you!

There's an **Ink Ribbon [B10]** on a table underneath the front ceiling fan, and a box of **Handgun Bullets [B10]** on a dead body in the back corner of the room. Exit the room and pick up the two **Green Herbs [B11]**, then re-enter the Fan Room. Walk to the office area to find a locked safe and a **Green Herb [B10]** behind the desk.

WHAT'S THE COMBINATION?

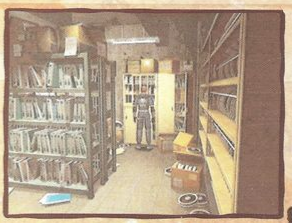
The combination to the safe is **2236.** This combination is also written in the File: "Police Memorandum," which you most likely found in Reception Area 1.

Inside the safe is a case of **Shotgun Shells [B10]** and a **Map [B10]** to the entire Police Station. Now return to the west side of the Police Station and enter the metal door located in Circuit Box Hall 1. This is the Messy File Room.

Messy File Room

To gain access to this room, use the Precinct (Spade) Key. There's a **File: "Patrol Report" [B12]** at the end of the long shelf (on the side facing the door) next to the copy machine. There's even an **Ink Ribbon [B12]** in the supply cabinet to the right of the door. On the other side of the metal shelf, push the stepladder forward against the back supply cabinet. There's a **Crank [B12]** on top of the cabinet that you will use later in the Gear Room.





Return to the hallway and follow it to the room with the staircase again. Walk upstairs and travel down the hallway, past the S.T.A.R.S. Office.

Reception Area 3

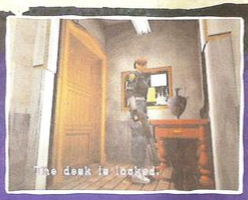


Continue forward and open the next door using the Precinct (Spade) Key. This takes you to Reception Area 3, where some Zombies are feasting on a corpse. Because it's extremely difficult to run past them, you must find a safe area from which to shoot. Use the Shotgun if you have any extra shells.

There is a box of **Handgun Bullets [C4]** at the end of the hallway. It's hidden inside the open closet just in front of the boarded-up door.

UPGRADING WEAPONS

After finding a Small Key, open the desk drawer in this room to find some **Handgun Parts**. Combine the parts with your regular gun to make it an automatic weapon.



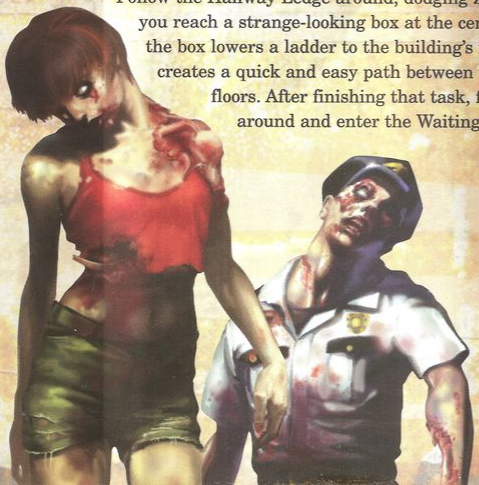
Library



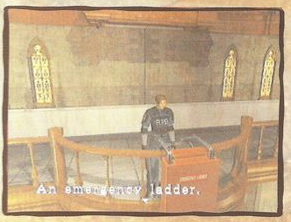
Go through the nearby door and walk up the staircase (follow the balcony around to the left). You will eventually fall through the balcony to the floor below. You will find two things here: 1.) a box on the wall; and 2.) a Power Switch that opens a secret pathway back to the room's main area.

Walk through the pathway and activate the panel on the left-most bookcase. This enables you to move the bookcase to the left or right. Move this bookcase and the next bookcase to the right. This causes the box on the wall in the secret area to open, revealing a **Bishop Plug [C5]**. Also, there is a **Red Herb [C5]** on the table just to the right of the door under the balcony. Grab it and exit through the big main doors on the other side of the room.

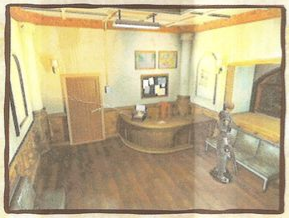
Follow the Hallway Ledge around, dodging Zombies, until you reach a strange-looking box at the center. Activating the box lowers a ladder to the building's first floor. This creates a quick and easy path between these two main floors. After finishing that task, follow the ledge around and enter the Waiting Room.



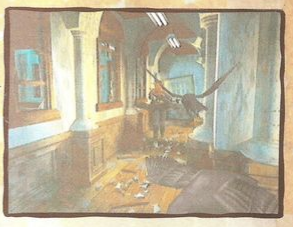




Waiting Room



There is a **File: "Secretary's Diary A" [C7]** on the desk, just to the right of the Typewriter, along with a **Small Key [C7]** on the windowsill to the right side of the desk. Also, locate the **Ink Ribbon [C7]** next to the Typewriter. Now organize your equipment using the Item Box and save your game.

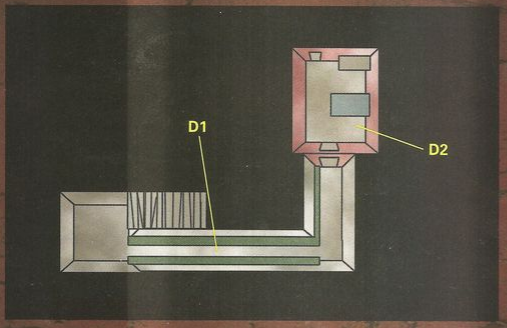


Continue toward the next set of doors and kill the Zombies in the Helicopter Hallway. Because the helicopter is on fire, proceed to the Bird Hallway. Walk slowly through this area and shoot each bird as it appears. Make sure you check the corpse for a box of **Handgun Bullets [C9]**, then unlock the door to East Staircase 2F as you go by them. There is one **Green Herb [C10]** on the outside staircase if you need it.

WATCH OUT!

When walking past the windows, four birds smash through the glass and attack. Make sure your pistol is ready and aim carefully.

City Area (Part 2)



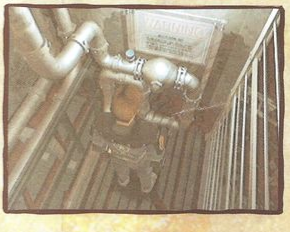




The Helicopter Rooftop is your next destination, so continue forward. There's not much to do here yet, so climb down the metal stairs to the side and run past the Zombies to the Small Work Area.

In the back area near the desk, locate a box of **Handgun Bullets [D2]**, an **Ink Ribbon [D2]**, and the **Valve Handle [D2]**. If you attempt to enter the door next to the desk, Zombies will attack during the regular "load" screen. Have a weapon ready for them! However, you can't actually go through this door, so don't waste your ammo.

Now return to the Helicopter Rooftop and walk behind the metal fence. Use the Valve Handle on the water pressure valve to extinguish the flaming Helicopter. Then walk back around the fence, and search for the box of **Handgun Bullets [C11]** near the front-left section of the wreckage.



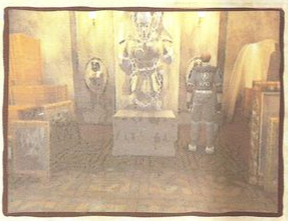
Police Station

You're finished here, so run past the Zombies again and re-enter the Helicopter Hallway. Walk past the Helicopter wreckage to reach the back door.

BEFORE PROCEEDING...

Make sure you have the two Red Jewels before entering the unblocked door.





You should now be in the Red Jewel Statues Room. The **Precinct (Diamond) Key [C12]** is on a crate just in front of the left statue. To solve the puzzle in this room, place a Red Jewel in each of the two side statues. This causes the center statue to open, revealing the **King Plug [C12]**. Also, a case of **Shotgun Shells [C12]** is hidden amongst the boxes to the left of the door.

With the Precinct (Diamond) Key in hand, travel back to the west (left) side of the building and go down the staircase to the first floor. Walk to the back of the right hallway (*not* the one with the Dark Room in it) and enter the Locker Room.

Locker Room

There are some Zombies in here, so make sure you're well-armed. There's a case of **Shotgun Shells [B12]** in the locker on the side of the locker wall facing the door where you entered. On the other side of the wall of lockers, open the drawer to find the **Film A [B12]** inside.

Exiting through the other door takes you back to the room with the wounded cop. Pick up the **Green Herb [B2]**. Note that the cop is now in the office area and, if you approach him, he turns into a Zombie. Quickly take him down and pick up the **Precinct (Heart) Key [B2]** off the desk. Search the desk in front of the two big lockers on the other side of the room to find the **File: "Memo to Leon" [B2]**. There is a box of **Handgun Bullets [B2]** in one of the lockers, too. When you're done exploring, exit to the Main Hall via the front door.



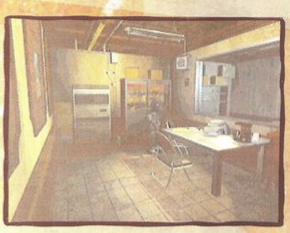


EASY ACCESS

Upon exiting to the Main Hall, the front door remains unlocked so you can come and go as you wish.

Brown, Boarded-Up Hallway





Return to Reception Area 2 and leave through the door at the back of the room. This takes you to the Brown Boarded-Up Hallway, where some Zombies await your arrival. There is a **Red Herb [B13]** here as well.

Follow the hallway to the end and enter the back door, located on the right side. This is the Interrogation Room. The only thing here is a **Small Key [B14]**, located on the table.

Interrogation Room



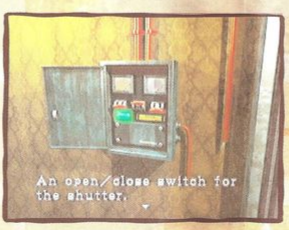
Return to the hallway and enter the gray door on your right. You need the Precinct (Diamond) Key to unlock this door. Closely examine the shelf at the far end of the room to find the **Rook Plug [B15]**. There's even a **Cord [B15]** on the left side of the table, and a **First Aid Spray [B15]** on the right side.

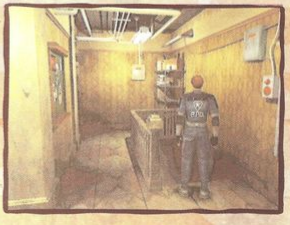
ENEMY AMBUSH!

As soon as you pick up the **Rook Plug** and attempt to leave, a Licker bursts through the two-way mirror and lands in front of you. Try to run past the evil beast, if possible.

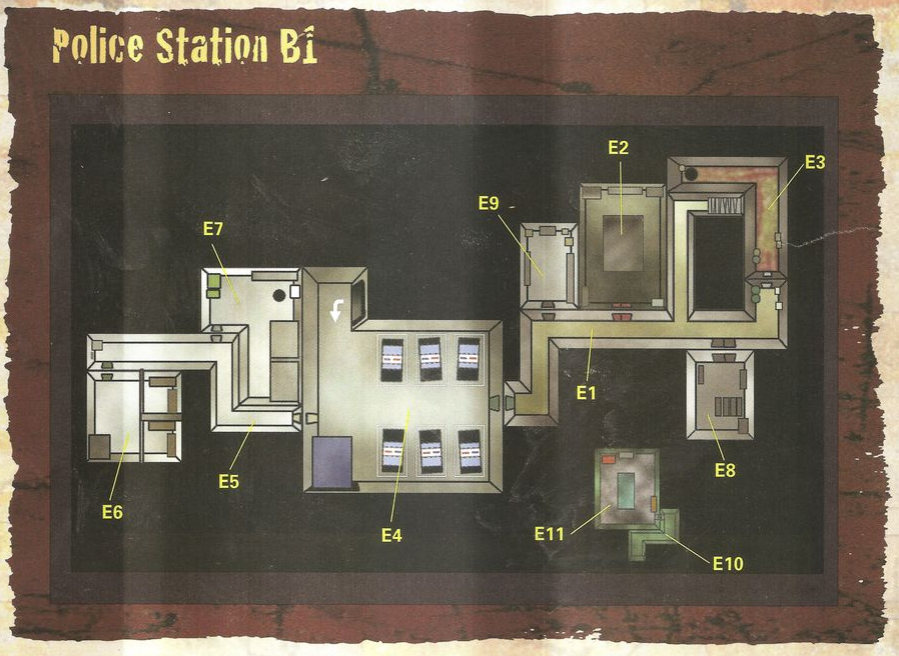
That's it for the main floors right now, so head for the first section of the basement level. Leave this area and re-enter the Fan Room again. This time, however, exit through the locked back door. Remember that you need the Precinct (Heart) Key to unlock this door.

This takes you to the Circuit Box Hall 2. Take the Wire and use it on the Circuit Box. This lowers some Metal Shutters, which prevents Zombies from entering this hallway from the outside. Pick up the **Green Herb [B16]** and head downstairs to Police Station B1.





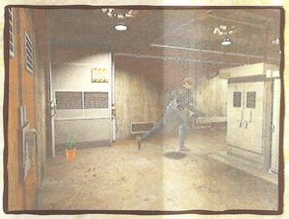
Police Station B1

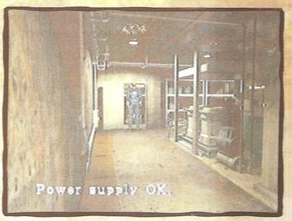


Upon reaching the bottom of the stairs, you will hear the sounds of dogs. Go through the Main Tunnel to the T-intersection and eliminate the rabid canines. The best strategy to use against the dogs is to keep them all in front of you at all times. They tend to growl before attacking, so shoot them at that instant. Head to the right and go through the big doors to access the Power Room.



Power Room





Inside the Power Room, search the area to the immediate left for a **Green Herb [E2]**. Run around the center machinery and pick up the **Map to Police Station B1 [E2]**. Then walk over to the Reserve Power Control Panel, and set the switches in the following order: *Up, Down, Up, Down, Up*. Doing so powers up the card reader outside the Armory.

Leave and go through the dirty-looking metal door to the Outer Path, and look for a **Red Herb [E3]** on the ground a few steps from the door. While walking along the path, more dogs will attack (one from behind and one from the front). When this occurs, it's best to run to the end of the path and climb down the manhole. When you climb back up to this room, both dogs will be in front of you, which makes them easier to shoot.

Under Construction Passageway



The Under Construction Passageway is located at the bottom of the manhole. Enter the door to the left and save your game. Also, pick up the **Ink Ribbon [F10]** near the Typewriter before leaving. Return to the Main Tunnel of Police Station B1.

Return to Police Station B1

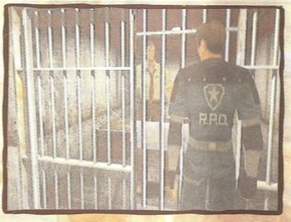
Enter the Parking Garage at the opposite end of the Main Tunnel. When you enter the room, you meet Ada Wong. After the brief cut-scene, help her push the S.W.A.T. van out of the way. You can now access the Cell Block Entrance Hallway.

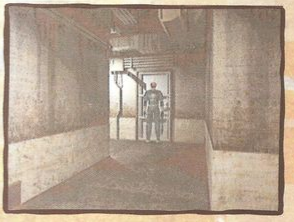


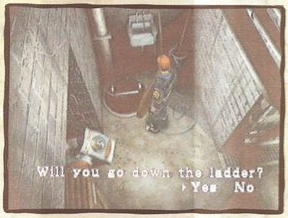


Cell Block Entrance Hallway

There is a table with a box of **Handgun Bullets [E5]** located at the end of this hall, just in front of the metal gate. Enter through the metal gate to access the actual Cell Block and search for a **Green Herb [E6]** and a **Blue Herb [E6]** in the first empty cell. After doing so, talk to Ben, who's in the last cell.

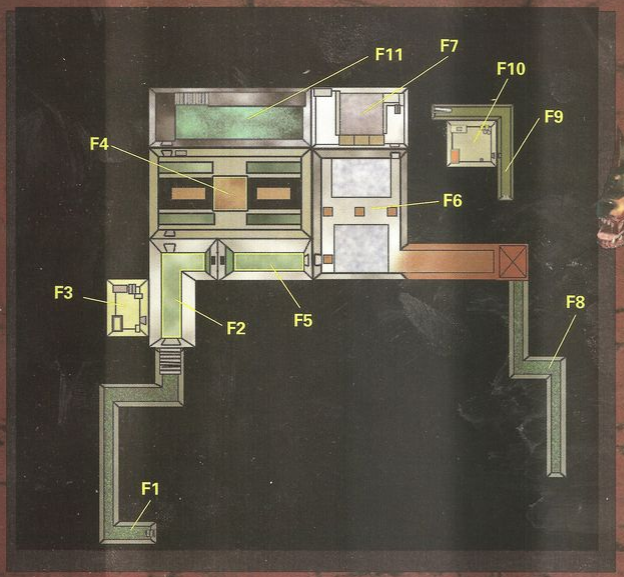


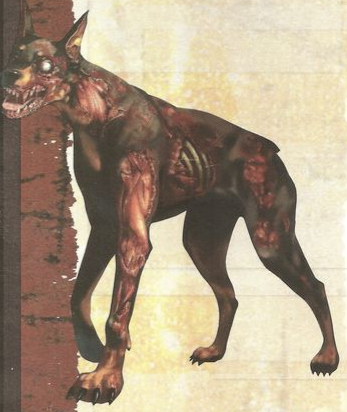




Outside of Ben's cell, find the **Manhole Opener [E6]** on the shelf. Grab it and enter the other door located in the Cell Block Entrance Hallway, which leads to the Kennel. Walk past both of the locked-up dogs and pick up the **Red Herb [E7]** at the end of the hall. Doing this, however, causes the dogs to attack. To avoid getting stuck in a dangerous situation, shoot the second dog through its cage before you get the Herb; just don't kill the dog in the first cell yet. Pick up the Herb to make the other dog bust free. Eradicate the dog and venture into its cell to find a **Blue Herb [E7]**. Finally, use the Manhole Opener on the manhole cover to access the sewers.

Sewage Disposal





After climbing down the ladder, run past the two Giant Spiders hanging out in this tunnel. You can shoot them, but try to conserve your ammo. Climb up the stairs at the end of the tunnel and enter the Storeroom L, which is located to the left of the Hallway. There is a **Blue Herb [F3]** here, as well as an **Item Box [F3]** and a Typewriter. Save your game if you have an Ink Ribbon!





Now exit and enter the big metal door to the left of the storeroom. After leaving that room, you should meet Ada again. Lift her up to a ventilation shaft, so she can crawl into the Cesspool room. You then take control of her at this point.

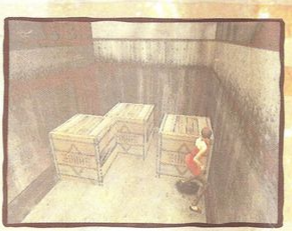
Catwalk

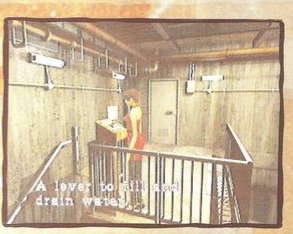


Exit the Cesspool room to the Catwalk. There are two dogs here, but you can run past them if you're careful. Enter the door on the left to go to the Crate Puzzle room.

Crate Puzzle Room

Walk down the stairs to the empty pool area to find three wooden crates. Push the left single crate against the back wall, then climb over the two crates to the right and push the center one flush against the side of the left one. Now climb back over the crates and push the final right crate against the wall. At this point, all three crates should be in a straight line. Climb back up to the stairs and activate the sewage control panel, which causes the pool area to flood. This also makes the crates rise, enabling you to walk over to the other section of the room where the **Precinct (Club) Key [F7]** is located.







Pick up the key and exit the room, but don't forget to get the **Sewage Disposal Map [F7]**, which is hanging on the wall near the door. Return to the Catwalk and run to the other area, where the elevator is located. Ride it down to the Dead End, and grab the case of **Shotgun Shells [F8]** on the floor. Then ride the elevator back up to the Catwalk and return to the Cesspool Room. After the cut-scene, you gain control of Leon once again. You also acquire the **Shotgun Shells** and the **Precinct (Club) Key**. Now return to the Main Tunnel of Police Station B1.

Autopsy Room



There are some Lickers in this room, so come prepared. After disposing of them, use the Precinct (Club) Key to enter the Autopsy Room. There is a **Red Card Key [E8]** in a locker to the far left of the room. Watch out, though—as soon as you pick up the key, some Zombies come to life and attack! You'll need a lot of ammo, because there isn't an easy escape route.

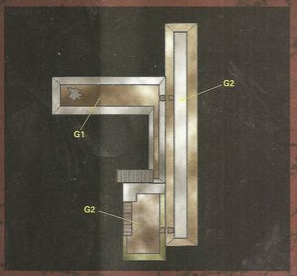
With the Red Card Key in your possession, head for the Armory. It's the door with the Card Reader beside it.

Armory

While in this room, look for a case of **Shotgun Shells [E9]** and a box of **Handgun Bullets [E9]** on the left side. On the right side, search for another box of **Handgun Bullets [E9]**. There is a **Sub Machine Gun [E9]** and a **Side Pack [E9]** inside the left locker at the end of the room. It's important to note that these are two of the better items available in the Police Station. Pick up everything in the room, then go back upstairs to the Circuit Box Hall 2.



Return to Police Station



Use the Precinct (Club) Key to enter the door behind the stairs. Inside are some living quarters. In the back sleeping area, locate a **Magnum Gun [B17]** and a **File: "Watchmen's Diary" [B17]**. In the lockers near the front table, search for a case of **Shotgun Shells [B17]**.

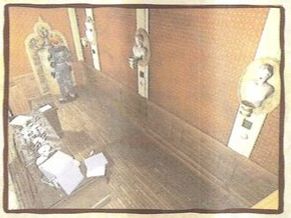


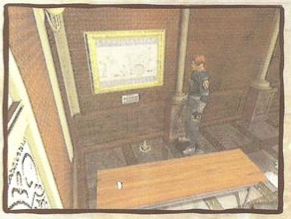
Exit this room and head for the Brown Boarded-Up Hallway again, where the interrogation rooms were. Enter the green door near the back of the hallway by using the Precinct (Club) Key. Welcome to the Press Room!

Press Room

Pick up **Film B [B18]** from the table and walk to the back area of the room, toward the furnace. Ignite the back furnace using the Lighter, then turn on the three wall statues in the following order: *12, 13, 11*.

Lighting all three statues in the proper order causes a **Golden Cogwheel [B18]** to drop from the wall painting. Now head for the Gear Room, which is located on the third floor.





DON'T FORGET...

Before you proceed to the Gear Room, make sure you have the Crank in your inventory!

Gear Room

Go to the second floor library by accessing the ladder from the Main Hall. Dispose of the Licker, climb up the library staircase, and enter the room at the top. This takes you to the Main Hallway Ledge 3F, where the entrance to the Gear Room is located.

AVOID THE LICKER

Another Licker awaits your arrival here, but you can probably run past it without taking any damage.





Proceed into the Gear Room and use the Crank on the square opening in the wall. This lowers a wooden staircase that you use to access the attic area. Use the Golden Cogwheel on the machinery to open the door to the right. The **Knight Plug [G3]** is inside.

This door also leads to an old dust chute; slide down it to return to the Cell Block Entrance Hallway. After another cut-scene, re-enter the Cell Block room.

At this point, Ben hands over a **File: "Mail to the Chief" [E6]**. Exit the Cell Block room, and revisit the Kennel. Remember the Manhole entrance that you went down earlier? Return to that area now. Go through the Giant Spider Tunnel once more, and save your game in the Storeroom L.

BOSS FIGHT

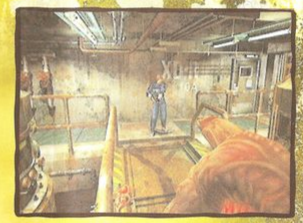
Load up on some weapons, because there's a boss fight coming up. Exit the room and re-enter it using the big metal doors, which lead to the H-Shaped Room.

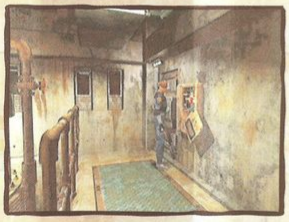
H-Shaped Room

BOSS FIGHT

Tyrant

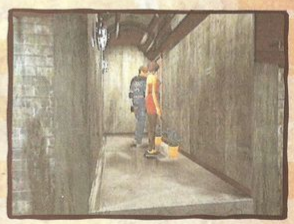
You must now fight the creature that killed Ben. First it mutates into an enormous slug-like thing, then it starts crawling toward you. Use a Shotgun or Sub Machine Gun for best results. Pay attention to those nasty little parasites that jump onto you. Try to shake them off.





After the boss fight, go to the other door in the room and use the four chess plugs on it. Go through and then down the Stairs to Sewer B1. You'll run into Ada once again, and she will now accompany you for a while.

You can exit via the sewer doors and head toward the Drainage Room. Inside, there are two **Blue Herbs [H1]** at the end of the pathway on a ledge. You need to climb up the ledge to reach them. Enter Control Room 2.



Control Room 2

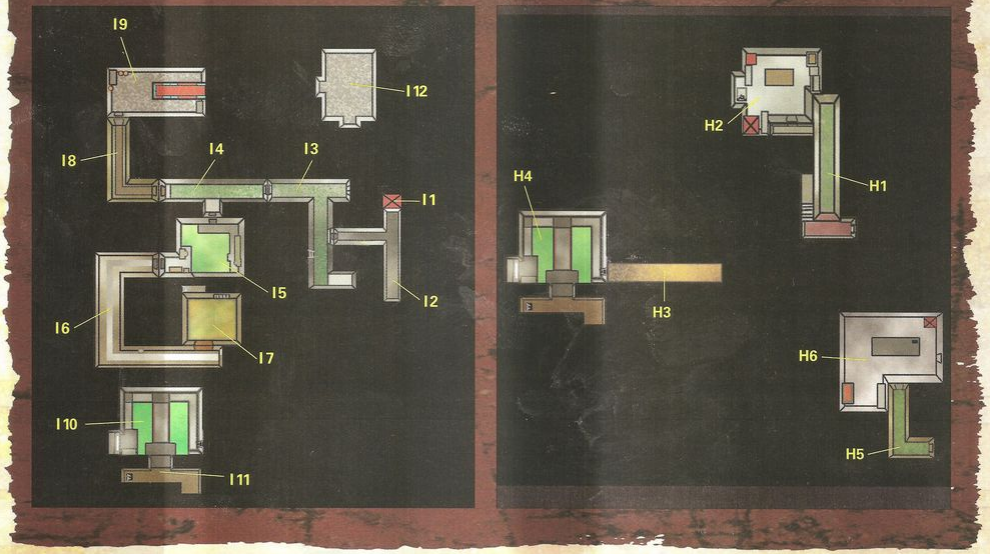
There is an **Ink Ribbon [H2]** next to the Typewriter at the far end of the room (just to the right of the **Item Box**). There is also a **File: "Sewer Manager Fax" [H2]** on the central table, and a box of **Handgun Bullets [H2]** inside the short brown shelf in the far-right corner.

THE SECRET WAREHOUSE

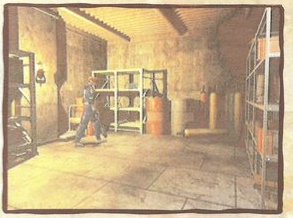
Push the large set of lockers propped up against the right wall to reveal a hidden passageway that leads to a *Secret Warehouse!* Go ahead and climb the ladder.



Sewer B2: Secret Warehouse



To light up the room, use the Lighter on the lamp hanging on the wall to the right of the entrance area. On the shelf across from the entrance, search around for a clip of **Magnum Bullets [I12]**.



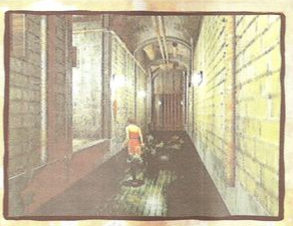
Turn the corner to enter the second part of the room. There is another lamp on the wall to the left, so use the Lighter on it as well. On the shelf directly to the right of the second lamp, locate a case of **Shotgun Shells [I12]**. There is nothing else here, return to Control Room 2. Take the elevator down to the Elevator Hallway. Just don't forget to grab the **First Aid Spray [H2]** in the locker.

Elevator Hallway

When you first enter this room, a mysterious woman shoots at Leon and Ada, wounding Leon in the process. You will then assume control of Ada and begin pursuit of the woman. As you proceed to the next room, pick up the **Map to the Sewer Area [I2]** hanging on the wall, then exit to the Passage to Giant Fan.

Passage to Giant Fan

There are a couple of Giant Spiders here, so be extremely careful. They are quite fast and possess the ability to spit venom. Just run as fast as possible to the left and climb up the ladder. This takes you to the Bug-Infested Fan Tunnel. You definitely want to run through here as fast as possible and climb down the ladder on the other side.

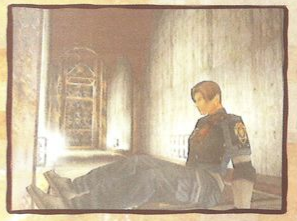




Bridge Room 2F

When you first enter this room as Ada, the mysterious woman confronts you. In the back of the room, take the ladder down to the Garbage Room. After doing so, you regain control of Leon.





Run through the Elevator Hallway and head toward the Passage to Giant Fan. Go to the left, past the ladder, to the other ledge. Pick up the case of **Shotgun Shells [I3]** and the **Wolf Medal [I3]**. Now do your best to kill those spiders! Then take the other path that leads to the left and exit through the metal sewer door.

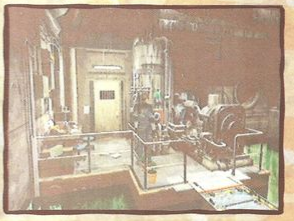
BLOCKED ENTRY

You can't enter the Bug-Infested Fan Tunnel, because the ventilation fan is spinning too fast.

Waterfall Room



This room also contains some Giant Spiders. Run past them and quickly climb up the ledge to the next room, the Bridge Room F1. If you get poisoned, use the **Blue Herbs [I5]** in the room for a cure. They are unlimited, so don't worry about wasting them.



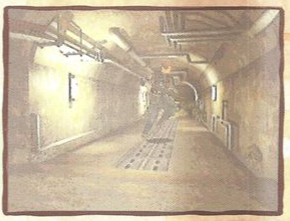
Walk over to the Oil Pressure Data Transmitter, and use the Valve Handle on it to lower the bridge. Walk across the bridge and pick up the two **Green Herbs [I5]**. There is also a case of **Shotgun Shells [I5]** and an **Ink Ribbon [I5]** near the Typewriter.

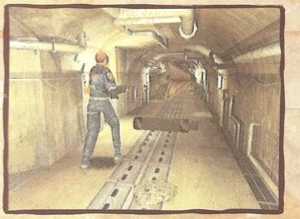
RAISE THE BRIDGE

Before you leave the room to go to the Alligator Tunnel, use the Valve Handle on the other Oil Pressure Data Transmitter to raise the bridge back up to the higher level.

Alligator Tunnel

Upon reaching the Alligator Tunnel, run toward Ada. Be advised, however, that a Giant Alligator will leap out of the water and attack. To defeat it, run back toward the door you entered and find the control panel on the left side of the tunnel. Activate it to drop a gas cylinder to the ground. Take a few steps back and wait for the Alligator. When it reaches the cylinder, it will pick it up in its mouth. When this happens, quickly fire off two shots at the cylinder to cause an explosion. This should blow off the top of the Alligator's head!





Run back to the end of the tunnel and activate the electric lock on the wall to open the door. Enter the Garbage Room and pick up the hidden **Ink Ribbon [I7]** on the right side of the room. After the cut-scene, follow the metal walkway up to the small room with the corpse. Pick up the **Eagle Medal [H4]**, as well as the **File: "Sewer Manager Diary" [H4]**, and walk over to the ladder leading to the ventilation fan. Use the Valve Handle to slow down the fan, then climb the ladder and walk to the other side. Exit and return to the Waterfall Room.



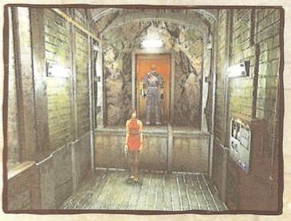
MORE ZOMBIES

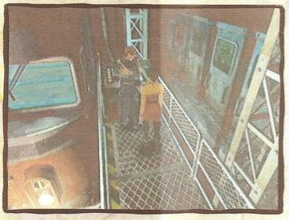
On your way to the Waterfall Room, a couple of Zombies will rise out of the water in a surprise attack. They're quite slow, though, so just run past them.

Stopping the Waterfall

Find the Clearance Identification Device on the right side of the room next to the waterfall. Insert the Wolf Medal and the Eagle Medal into the device to turn off the waterfall. Also, this completely drains the water out of the sewage area, creating access to the Wooden Catwalk.





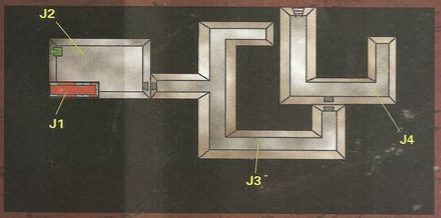


There is nothing of interest here, so head for Sky Tram Room 1. Walk over to the ride side of the Tram and activate the Power Console. This enables you to enter the Tram through the doors on the left side. Ride the Tram to Sky Tram Room 2.

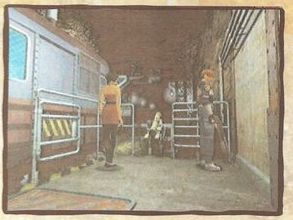
THE RETURN OF WILLIAM BIRKIN

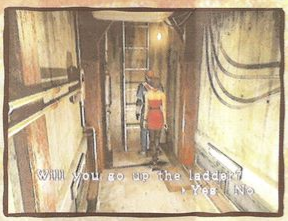
During the ride, a mutated William Birkin attacks through the roof of the Sky Tram. Look for the dust clouds preceding each attack and move out of the way. Don't waste any ammo on him, though. Let Ada handle it. After she hits him with a few shots, he'll run away.

Vacant Factory B1

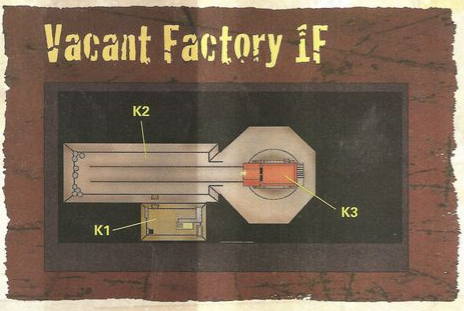


To the left is a **Flare Gun**. To activate it, use the Lighter. Launching a flare illuminates the room, revealing the location of the **Weapon Box Key [J2]**. Pick it up and exit to the room named Y-Shaped Branch 1.





Be patient in this Zombie-infested room, and walk slowly around the corners. Walk to the end of left branch to find the **Shotgun Parts [J3]**. The right branch has a door leading to the second Y-Shaped Branch room. There are more Zombies here, too. At the end of the room's right branch, search for two **Green Herbs [J4]**. At the end of the left branch, take the ladder up to the Factory Save Room, which is located on the first floor of the Vacant Factory.



Explore the back-left corner of this save room for a case of **Shotgun Shells [K1]** and a clip of **Magnum Bullets [K1]**. A **First Aid Spray [K1]** is located inside the cabinet to the left of the door, and don't forget the **Ink Ribbon [K1]** next to the Typewriter!

IT'S TIME TO SAVE

Save your game now, because another major battle is coming up soon!

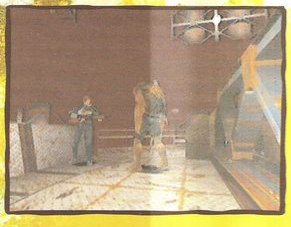
Transport Room 1

There is a hidden box of **Handgun Bullets [K2]** in the back of this area next to the fallen barrels. Also, find the **Map to the Factory area [K2]** hanging on the wall to the left of the door. Grab it and then enter the Transport at the far end of the room.



Run to the back of the room and get the **Control Panel Key [K3]**, then go back outside and use the key on the Control Panel. This lowers the Transport to Laboratory B4, Transport Room 2. On the way down, however, Ada gets struck down, forcing you to go outside the moving Transport to explore the area.

BOSS FIGHT



William Birkin

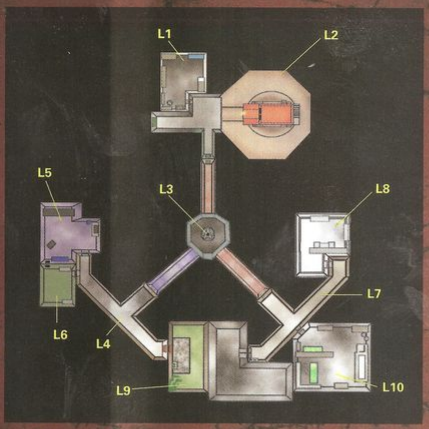
While walking around the Transport, the mutated form of William Birkin makes an appearance and jumps down to attack. The best weapon to use during this fight is probably the Custom Shotgun.

STAY AWAY

Always stay a safe distance from Birkin, because his claws can inflict quite a bit of damage.

When you first arrive in this area, Leon automatically carries Ada to the nearby Security Room.

Laboratory B4



Security Room

Look for a **Green Herb [L1]** at the top of the refrigerator near the cot. There's also a case of **Shotgun Shells [L1]** in the set of lockers at the far end of the room. To the left of the lockers (on the table) is a clip of **Magnum Bullets [L1]**. On the other side of the room (near the door), look for an **Ink Ribbon [L1]** near the Typewriter.





Exit the Security Room and head to the far left hallway. This leads to the Main Shaft, which houses the main Breaker System for the entire building.

Take the passageway with the red-colored guide lights, and follow it into the left passage. Enter the door at the end of the passage.

MORE CREATURES AWAIT

Upon returning to the Transport Room 2, five skinless Zombies will be awaiting your arrival!

Tentacle Room

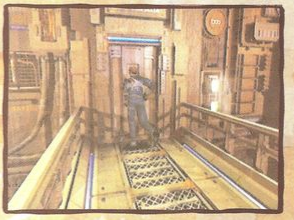




This room is so named because of the protruding tentacles emerging from the ventilation shaft. Use the Flamethrower (found in the locker to the right of the door) to exterminate the Tentacles. There is also a **File: "Lab Security Manual" [L5]** to the right of the flickering computer monitor.

Use the computer to turn on the "Anti-B.O.W. Sprinkler System." Do so right now. Another **File: "User Registration" [L5]** is located on the couch to the left of the beds. There are also some **Blue Herbs [L5]** near the side of the beds; you can use them as many times as needed. There is nothing else useful here, so climb through the ventilation shaft where the Tentacles used to grow.

Tentacle Room 2



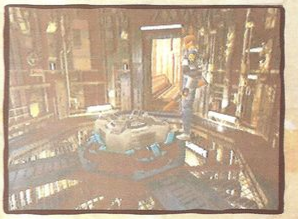
As you first enter this room via the ventilation shaft, a couple of Lickers will attack. There are two cases of **Shotgun Shells [L6]** in the metal closet near the back of the room. On your way out the door, grab the **Ink Ribbon [L6]** on the table.

You should now be in the left passage. Follow it back to the Main Shaft Room and take the passageway with the blue-colored lights. This leads to the right passage. At the far end of this passage, enter the Cold Room.

Cold Room

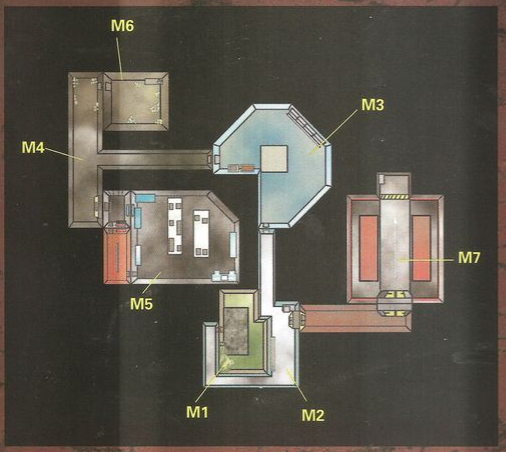


There is a **Fuse Case [L8]** on a small shelf in the back corner of the room. Use it on the middle computer terminal, just to the right of the shelf where you found it. This causes it to turn into the Main Fuse, which you can use on the Breaker System in the Main Shaft. Also, grab the hidden **First Aid Spray [L8]** from the shelves opposite the computer terminal.



Return to the Main Shaft to use the Main Fuse. This restores power to several of the electronic doors in the building, one of which is located near the left passage. Go to that location now. Activate the shutter door by using the switch on the wall next to it. Behind the door are two "plant creatures," which are easily eliminated with the Flamethrower, and a doorway leading to the room with a ladder to Laboratory B5. Head through that doorway, exterminate the "plant creature," and take the ladder down.

Laboratory B5: Evacuation Gate Room

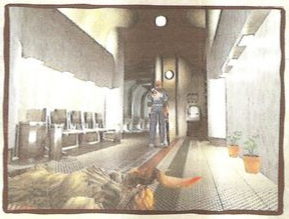


Upon entering the Evacuation Gate Room using the ladder, you will come face-to-face with some more Lickers.

THEY'RE COMING FROM THE CEILING!

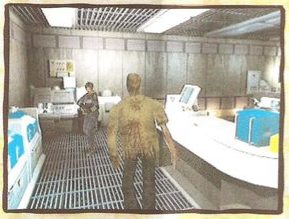
One of the Lickers drops from the ceiling, so be prepared. The weapon of choice against the Lickers is the Flamethrower.

Just past the Lickers, look for three **Green Herbs [M2]** on the floor in the wide part of the room. Pick them up and go through the other open door to the Control Center. The **Map to the Lab area [M3]** is on the far left of the main control panel below the video screens. There is also an **Item Box** here, if you need it. Continue to the area outside the Giant Moth Room and enter the big metal doors that lead to the P-4 Laboratory.





P-4 Laboratory





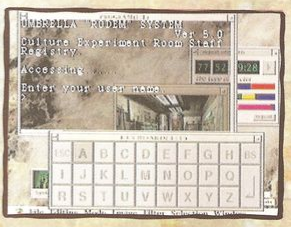
This is actually one big room split into three different sections. Because the doors between the sections run on motion sensors, the Zombies here can walk freely from section to section.

In the first small part of the room, use the Weapon Locker Key on one of the lockers. This enables you to find the **Magnum Parts [M5]**. In the big section of this room, look for the **Lab Card Key [M5]** shining on the white table at the back area. That's it for this room, so return to the area outside the Giant Moth Room and enter the Giant Moth Room.

Giant Moth Room

Use the Lab Card Key on the security panel outside the entrance to gain access to this room. Have your Flamethrower ready to light up the Giant Moth hanging on the wall. With this creature out of the way, blast the nasty critters off the nearby computer and enter the user name "**GUEST**" to login. The computer then registers your fingerprint image. Head back outside and climb the outside ladder up to the Laboratory B4 level.





Back to Laboratory B4

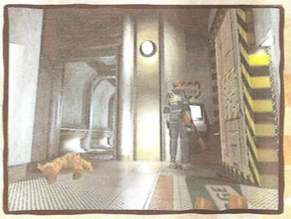
Head to the right passage and open the shutter door to reveal another door—but don't worry about it right now. Enter the door to the immediate left of the shutter door using the Lab Card Key, and make quick work of the Zombies.

Locate the **First Aid Spray [L10]** on the hospital bed to the left of the door. Turn on the light switch on the left side of the room, and grab the **MO Disk [L10]** on the second bed around the corner. Before leaving the room, grab the clip of **Magnum Bullets [L10]** located next to the first bed.



Evacuation

It's time to evacuate the Umbrella Laboratories! Run to the Evacuation Gate Room, which is past the Control Center. Then use the MO Disk on the Control Panel, which is near the huge door. Follow the pathway behind this door, and enter the Transport Elevator Room.





HAVE YOU SAVED?

If you haven't saved recently, then use the Typewriter in the Control Center to do so.

Transport Elevator Room

After entering this room, a timer starts counting down from five minutes. Hit the button to the right of the platform elevator to activate the Transport Elevator. Upon doing so, however, a mutated William Birkin drops from the ceiling. You *must* fight him while waiting for the elevator to arrive.

BOSS FIGHT

William Birkin

Birkin has two different forms, but the first form is fairly easy to destroy. His second form is more difficult, because he has the ability to jump and he's much faster. Just keep a safe distance away from him, and let him have it with the biggest, baddest ammo you have in your arsenal! With some patience—and good reflexes—you can defeat him before the timer runs out.







After you destroy William, the elevator arrives and takes you to the Escape Train. Now just run forward to initiate the final movie sequence. Congratulations, you have now finished Leon's "A" game!

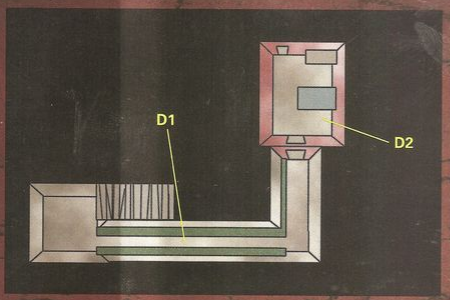


Claire's B Walkthrough

DON'T FORGET

This walkthrough was written using the Normal difficulty setting. All of the major items listed in this walkthrough have an abbreviation next to them that corresponds to a specific map and room. For example, **Ink Ribbon [B1]** means that this particular Ink Ribbon can be found in Room 1 of Map B.

City Area, Part 2

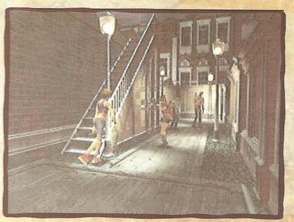




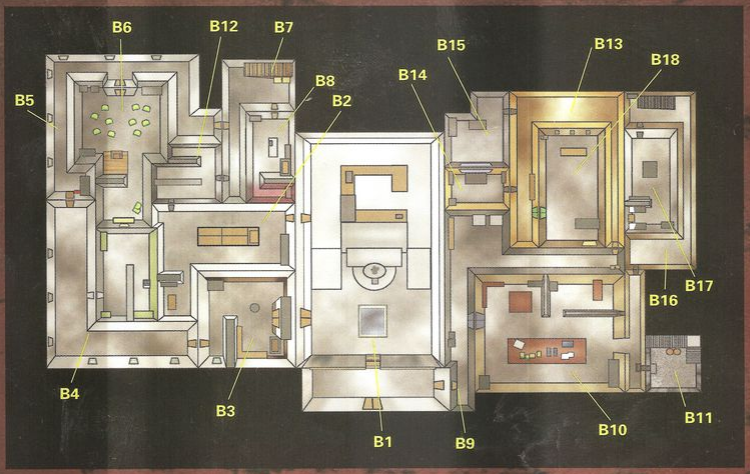
As with Leon, you start Claire's "B" game on the right side of the wrecked police car. Head to your right, pass the seven zombies, and go through the metal gate. You find yourself at the back of the police station, where three zombies are waiting. Walk past them and get the **Cabin Key** in the small office to the right. Continue to the left and use the Cabin Key on the left door to gain access to the Small Work Area.

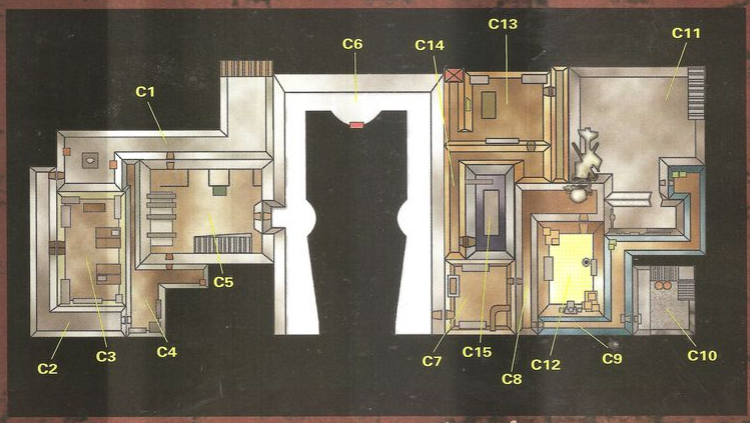
Small Work Area

On the left table are a box of **Handgun Bullets [D2]**, an **Ink Ribbon [D2]**, and a Typewriter. As you explore this area, you hear some Zombies crashing through something. If you now try to exit through the door where you just entered, two Zombies attack you during the loading screen. Even if you kill the Zombies, you can't exit through that door, so don't even bother opening it. Just go through the opposite door, run past the six Zombies, and climb up the nearby stairway. You now find yourself on the Helicopter Rooftop.



Police Station





Helicopter Rooftop

Just like in the first game, you need to extinguish the burning helicopter. Your first task is to find the Valve Handle. Enter the metal doorway to the left of the helicopter and make your way through the Bird Hallway. Don't forget to pick up the **Green Herb [C9]** right near the door you just entered through. There are eight birds waiting for you near the end of the hallway, so be prepared. After you've killed them, search the dead body to find a box of **Handgun Bullets [C9]**. Go through the next door you see, which leads to the East Stairway 2F, and pick up the **Green Herb [C10]**. Head downstairs and enter the Fan Room. There are two more **Green Herbs [B11]** here if you want to pick them up.





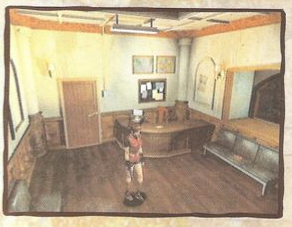
Fan Room



Search the body on the ground for a box of **Handgun Bullets [B10]**, and get ready to kill the five Zombies. The **Valve Handle [B10]** is on the right side of the room. There's another box of **Handgun Bullets [B10]** in the left office, as well as another **Green Herb [B10]** behind the desk. The safe here uses the same combination found in game "A", which is 2236. Inside the safe are a case of **Acid Rounds [B10]** and the **Map to the Police Station [B10]**. Back out in the main part of the room is an **Ink Ribbon [B10]** on the desk underneath the first fan.

That's it for this room right now, so go back to the staircase and make your way to the Bird Hallway. Don't go to the Helicopter Rooftop, though. You need to find a better weapon first, so follow the Bird Hallway to its end and enter the Helicopter Hallway. There are two Lickers here, so be prepared. If you're fast enough, you can simply run to the first door you see without getting hurt. This door leads to the Waiting Room.

Waiting Room



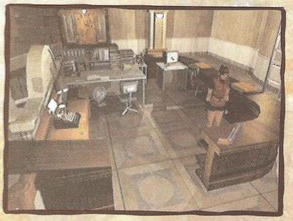
Here you find a Typewriter, an **Ink Ribbon [C7]**, a box of **Handgun Bullets [C7]**, the **File: Secretary's Diary A [C7]**, and an Item Box. Make sure you don't miss any of the items, and then go through the other door in this room.



Hallway 2F

This is the second-floor hallway, and it's home to five Zombies. Run to the ladder and lower it, and then take on the Zombies. As soon as they're dead, run to the far end of the hallway and grab the **Unicorn Medal [C6]** off the wall. Proceed back to the ladder and climb down into the main hall of the Police Station.

Main Hall



Use the Unicorn Medal on the big statue in order to receive the **Precinct (Spade) Key [B1]**. Then get the **Grenade Launcher [B1]** and the **Ink Ribbon [B1]**. Now it's time to extinguish the flaming helicopter on the roof, so make your way back up there.

Helicopter Rooftop



Use the Valve Handle on the water pressure valve to the left of the door. This extinguishes the fire. Search through the steam for a case of **Acid Rounds [C11]**. As soon as you try to re-enter the Bird Hallway, a cut-scene shows the Tyrant. He drops down into the Bird Hallway, so you need to run past him or try your best to kill him. If you do mange to put him down, search the body for a box of **Handgun Bullets [C9]**. Of course, as in any horror film, he's not actually dead and will show up later in the game.

Follow the Bird Hallway to its end and enter the Helicopter Hallway. Walk past the helicopter cockpit and enter the right door. This is the Red Jewels Statue Room.

Red Jewels Statue Room



You can't solve this puzzle right now, because you don't have the two Red Jewels. So just grab the **Blue Card Key [C12]** near the left statue. As you attempt to leave this room, a Licker drops down through the skylight. You can kill him easily with one Acid Round. Now return all the way back to the Main Hall and use the Blue Card Key on the computer. This opens two of the locked side doors on that floor and the double doors on the second floor. Enter the first door on the left side of the main entrance, which is Reception Area 1.

Reception Area 1



You find three Zombies here, as well as the **File: "Police Memorandum" [B3]** (which shows the safe combination). Use the Lockpick on the locked drawer at the back corner of the room and get a **First Aid Spray [B3]**. That's it, so exit through the back door and make your way through the Circuit Box Hall 1. There's a **Green Herb [B4]** at the end of this hallway, but enter that first door using the Precinct (Spade) Key. This is the Messy File Room.

Messy File Room



To the left of the copy machine, you can find the **File: "Patrol Report" [B12]**. In the cabinet to the right of the door is an **Ink Ribbon [B12]**. Just like in game "A", push the stepladder up against the back cabinet. Only this time, a **Lighter [B12]** is on top instead of the Crank. Exit this room and follow the hallway to the next door. Welcome to the Hallway with Boarded Windows.

Hallway with Boarded Windows





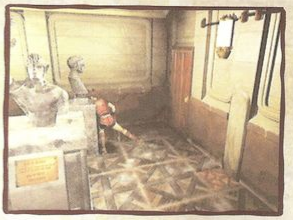
As you travel through this hallway, a couple of Zombies bust through two of the windows. Make quick work of them, then enter the double doors. You're now in the Briefing Room. On the table to the right of the podium is the **File: "Operation Report 1" [B6]**. Go to the back area of the room and use your lighter on the fireplace to get the first **Red Jewel [B6]**. There's also a box of **Handgun Bullets [B6]** in the back-right corner of this room.

Now it's time to go back out to the boarded-up hallway and follow it into the next area, which contains a staircase. Grab the two **Green Herbs [B7]** in front of the door to the Dark Room, and then enter that door directly parallel to the staircase.

Dark Room

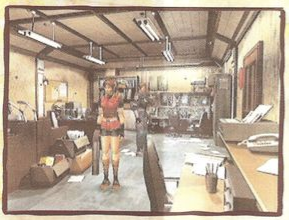
There's an **Ink Ribbon [B8]** to the left of the Typewriter, on the file cabinet. The **File: "Operation Report 2" [B8]** can be found right behind the Typewriter. You can use the back section of this room to develop any rolls of film that you find in the game. There's also a metal locker to the left of the door, which contains a costume change and another secret weapon. To find out how to get the key for the locker, see "The Secrets & Bonuses" chapter.

Sliding Statue Room



When you're done here, exit the room and walk up the nearby staircase. Follow the hallway until you see a room with three statues in it. To solve this simple puzzle, just push the right gray statue on top of the left pressure plate, and then push the left brown statue on top of the right pressure plate. You can tell when they're in position by the distinct clicking sound. When both of the little statues are positioned correctly, the center statue drops a fist-sized **Red Jewel [C1]**. Grab it and exit through the nearby door.

Hallway to the S.T.A.R.S. Office

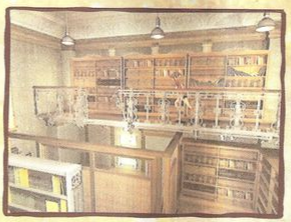


This is the Hallway to the S.T.A.R.S. Office. Enter the first door you see, and Leon is there waiting. After talking with you, he hands you **File: "Chris's Diary" [C3]** and a Walkie-Talkie. Walk over to Chris's desk and get the **Precinct (Diamond) Key [C3]**. There's also a **Bow Gun [C3]** in the metal locker to the left side of the door. As you attempt to leave the room, the fax machine starts up and prints out a **File: "Mail to Chris" [C3]**. Take a moment to read it over. After exiting the S.T.A.R.S. Office, you see Sherry being attacked by a Zombie. Once she manages to escape, put the Zombie out of its misery.

Reception Area 3

Continue forward and go through the next door to Reception Area 3, where a group of Zombies is munching on a tasty corpse. The easiest way to kill them all is to use a Grenade Round when they're close together. If you're lucky, you can finish them all with just one shot. Use your Lockpick on the small desk drawer. Inside, there's a box of **Handgun Bullets [C4]**.

Library





Walk up the staircase, following the balcony around to the left. Eventually you fall through the balcony to the floor below. Here you find two things: a box on the wall, and a Power Switch that opens a secret pathway back to the main area of the room. Walk through the pathway and activate the panel on the leftmost bookcase. This allows you to move the bookcase to the left or right. Move it and the next bookcase to the right. This causes the box on the wall in the secret area to open and reveals the **Serpent Stone [C5]**. Go grab it and then exit through the big main doors on the other side of the room.

Run all the way across the Main Hallway Ledge 2F, and return to the Red Jewel Statues Room. You now have both Red Jewels, so use them on the two side statues to get the first half of the **Blue Stone [C9]**.

After making sure that you have the Precinct (Diamond) Key on you, travel back to the west (left) side of the building and go down the staircase to the first floor. Walk to the back of the right hallway (not the one with the Dark Room in it) and enter the Locker Room.

GRENADE ROUNDS TO THE RESCUE

When you arrive at the bottom of the stairs, you run into some Zombies. A single shot with Grenade Rounds will kill them all.

Locker Room



You can find a quiver of **Bow Gun Bolts [B12]** in a locker on the side of the locker wall facing the door where you entered. The **Plastic Bomb [B12]** is in the locker directly to the right of the other door. You must use your Lockpick to get it. Lastly, on the other side of the wall of lockers, there's a drawer with the **Film A [B12]** inside.

Exit through the other door to the Room with Lots of Desks. There are some Zombies here, so be ready with your gun. Pick up the nearby **Green Herb [B2]**. Grab the **Detonator [B2]** off the desk in the office area. If you have the Plastic Bomb with you, combine it with the Detonator to create the **Bomb & Detonator**. On the desk in front of the two big lockers on the other side of the room, you can get the **File: "Memo to Leon" [B2]**. There's also a box of **Handgun Bullets [B2]** in one of those two lockers. That's it for this room, so exit to the Main Hall via the front door.

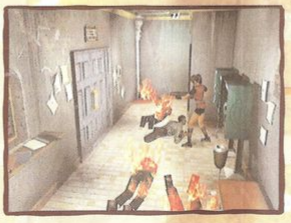


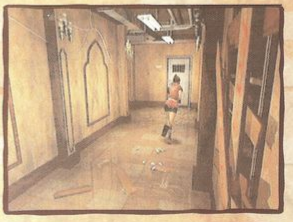
EASY ACCESS

The front door remains unlocked once you exit to the Main Hall, so you can come and go freely.

Brown Boarded-Up Hallway

Go through the right-front door, which leads to Reception Area 2. There are a bunch of Zombies here, so be prepared. Pick up the **Green Herb [B9]** to the left of the vending machines, and then enter through the door at the back of the room. This takes you to the Brown Boarded-Up Hallway, where there's a **Red Herb [B13]**. Follow the hallway to the very end and enter the back door, located on the right side. This is the Interrogation View Room. As you walk forward, a Licker drops down from the ceiling. As usual, one Acid Round will end its life. Unfortunately, the only thing useful in this room is a box of **Handgun Bullets [B14]** on the wooden shelves.





Interrogation Room

Go back out to the hallway and then enter the gray door to your right. The Precinct (Diamond) Key is needed to unlock this door. Inside are a **First Aid Spray [B15]** and the **Eagle Stone [B15].** Be careful! As soon as you pick up the First Aid Spray, a Licker bursts through the two-way mirror and lands in front of you. Try to run past him, if you can.

Blowing Up the Helicopter



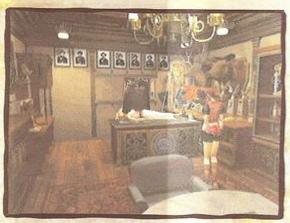
Remember the Helicopter Hallway? Well, go there now, but be sure that you have the Bomb & Detonator. Use them on the blocked doorway to enter Chief Irons' Office.

ACCESS FOR CLAIRE ONLY

This is one of the areas that Claire can access but Leon cannot.

Chief Irons' Office

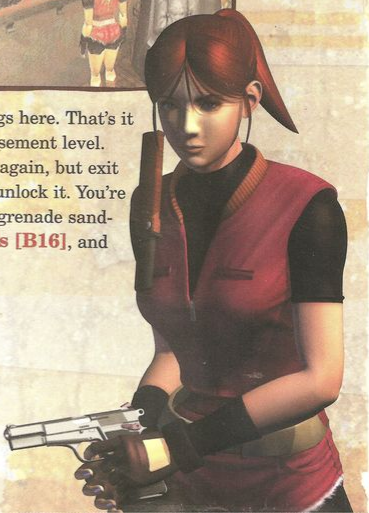
Walk up to his desk and attempt to search it. The chair turns around and you come face-to-face with Chief Brian Irons. There's nothing to do here right now, so exit through the other door and walk through the hallway until you reach the Art Display Room. Sherry is here, in the back area, but you have to turn on the light switch to see her. The **File: "Secretary's Diary B" [C15]** can also be found in this room, as well as a box of **Handgun Bullets [C15]**. Now, head back to Chief Irons' office and get the **Precinct (Heart) Key [C13]** off his desk. He's no longer here, but the **File: "Chief's Diary" [C13]** is on his chair. Examine the picture behind the desk. It opens to reveal a puzzle.



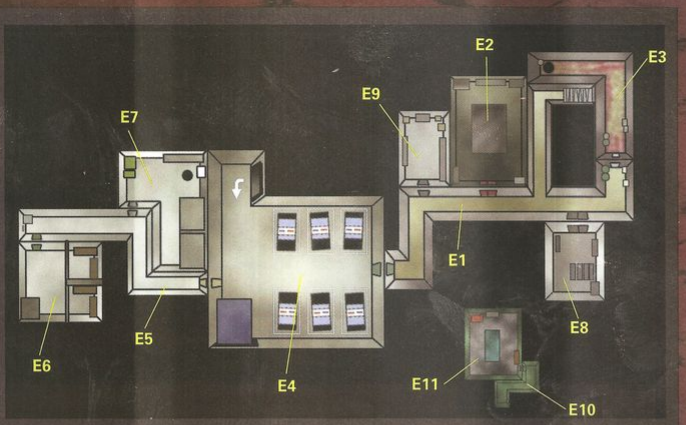




You need to gather all the different square stones and put them in the openings here. That's it for the main floors right now, so it's time to head for the first section of the basement level. Leave this area and go down the outside East Staircase. Enter the Fan Room again, but exit through the locked back door this time. You need the Precinct (Heart) Key to unlock it. You're now in the Circuit Box Hall 2. There are more Zombies here just aching for a grenade sandwich. Give them a taste, pick up the **Green Herb [B16]** and **Acid Rounds [B16]**, and then head downstairs to Police Station B1.



Police Station, B1



Go through this Main Tunnel to the T intersection and kill the five Zombies. The best strategy is to keep all the Zombies in front of you at all times. Now, head right and go through the big doors that lead into the Power Room.

Power Room



There's a **Green Herb [E2]** to your immediate left and a box of **Flame Rounds [E2]** to your right. Run around the center machinery and pick up the **Map to Police Station B1 [E2]**. Then, walk over to the Reserve Power Control Panel and set the switches to the following positions: up, down, up, down, up. This powers up the card reader outside of the Armory.

Go through the dirty-looking metal door to the Outer Path. You find a **Red Herb [E3]** on the ground a few steps from the door. When you walk forward along the path, you're jumped by two more dogs, one from behind you and another from the front. Run to the end of the path and climb down the manhole there. When you climb back up to this room, both of the dogs are in front of you and you can shoot them more easily.

Under Construction Passageway



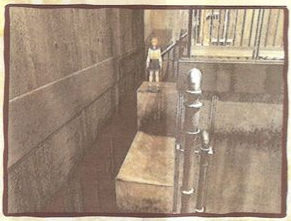
At the bottom of the manhole lies the Under Construction Passageway. Enter the door to the left and save your game. Before you leave, don't forget to pick up the **Ink Ribbon [F10]** near the Typewriter. Once you exit this room, Storeroom R, you meet up with Sherry. After talking with you, she climbs through an opening in the passageway and lands in the Dead-End area. You now assume control of Sherry.



Take the elevator up to the Catwalk area. There are three vomiting Zombies here, so you need to dodge them as best as you can. Sherry doesn't have a gun, so she's at a bit of a disadvantage. Run toward the door to the left of the Catwalk and enter it. This takes you to the Crate Puzzle Room.



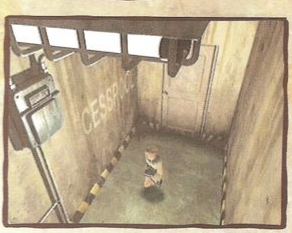
Crate Puzzle Room



Walk down the stairs to the empty pool area, and you find three wooden crates. Push the left crate against the back wall, then climb over the two crates to the right, and push the center one flush against the side of the left one. Now climb back over the crates and push the final right crate against the wall. All three crates should now be in a straight line. Climb back up to the stairs and activate the sewage control panel, which floods the pool area. The crates rise, allowing you to walk over to the other section of the room and get the **Precinct (Club) Key [F7].** Once you have the key, exit the room, but don't forget to pick up the **Sewage Disposal Map [F7]** on the way out. It's hanging on the wall, right near the door.

Cesspool

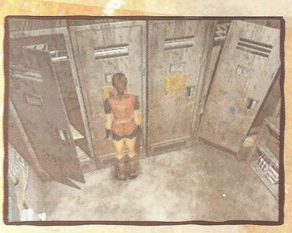
Now run past the Zombies again, to the other door. This leads to the Cesspool, where you find a case of **Grenade Rounds [F5]**. After you pick it up, run past the Zombies one more time and go back down the elevator to the Dead-End area. After the cut-scene, you're in control of Claire once again. You're also in possession of the Grenade Rounds, as well as the Precinct (Club) Key. That's it for this section, so return to the Main Tunnel of Police Station B1.



Return to Police Station, B1

There are two more Zombies here now, so be prepared. After you dispose of them, use the Precinct (Club) Key to enter the Autopsy Room. There's a **Red Card Key [E8]** in a locker to the far left of the room. Watch out, though. As soon as you enter the room, two Lickers drop down and attack you! You'd better have some spare Acid Rounds, because there's no easy way to run away.

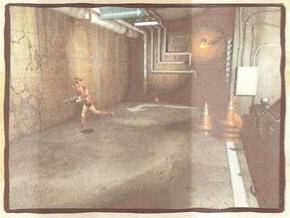
Armory

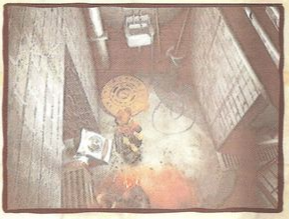


Now that you have the Red Card Key, head for the Armory. It's the door with the Card Reader beside it. When you enter the room, you see a case of **Acid Rounds [E9]** and a box of **Handgun Bullets [E9]** on the left. On the right is another box of **Handgun Bullets [E9]**. There's a **Sub Machinegun [E9]** and a **Side Pack [E9]** in the left locker at the end of the room. These are two of the better items to be found in the Police Station. Make sure to pick up everything, and then head to the Parking Garage.

Parking Garage

There are two dogs here, but they're pretty easy to run past. Thanks to Leon, you now have access to the Cell Block area, but don't enter it until you pick up the **Green Herb [E4]** at the far corner of the room. Then, go through the door to the Cell Block Entrance Hallway. There are two more dogs here, but you have to kill them. Just make sure that they're always in front of you, and you shouldn't have a problem.

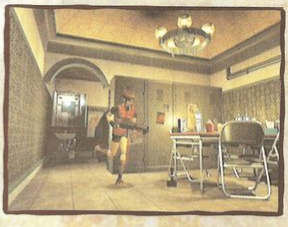




At the end of the hall, just in front of the metal gate, is a table with some film on it. Enter the nearby metal gate and you're in the actual Cell Block. There are a couple of **Herbs [E6]** here, as well as a quiver of **Bow Gun Bolts [E6]**. Pick them up and go through the other door in the Cell Block Entrance Hallway. This one leads to the Kennel, where two dogs are waiting to jump at you. You can also find a couple of **Blue Herbs [E7]** here and the crucial **Crank [E7]** piece. Make sure to pick up everything, and then head back up the basement stairs to the Circuit Box Hall 2. There are five more Zombies at the top of the stairs. Where do all these Zombies keep coming from?



Return to Police Station



Behind the stairs is a door that you now need to enter. Use the Precinct (Club) Key. Inside are some living quarters. In the back sleeping area, you can get a case of **Acid Rounds [B17]** and the **File: "Watchman's Diary" [B17]**.

Exit the room and then make your way to the Brown Boarded-Up Hallway again, where the interrogation rooms were. Enter the green door at the back of the hallway by using the Precinct (Club) Key. Welcome to the Press Room.

Press Room

Walk to the back area of the room, where the furnace is. Ignite the furnace with the Lighter, and then turn on the three wall statues in this order: 12, 13, 11. Once all three statues have been lit in the proper order, a **Golden Cogwheel [B18]** drops from the wall painting. Be prepared—when you walk over to get the Cogwheel, the Tyrant busts through the wall and attacks you.

BOSS FIGHT

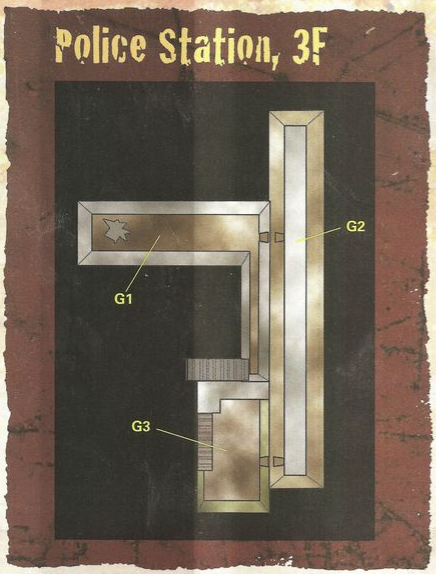
Tyrant

Have your Acid Rounds ready, and hit him with four of them. If you try to run away from him and exit the room, he busts through another wall. In fact, even if you do kill him in this room, he still busts through the other wall and attacks you in the Brown Boarded-Up Hallway.

You should only try to kill him both times if you have a decent supply of Acid Rounds. Search his corpse for another box of **Handgun Bullets** and/or a quiver of **Bow Gun Bolts [B18 and/or B13]**. Now it's off to the Gear Room on the third floor. On the way there, make sure you have the Crank.

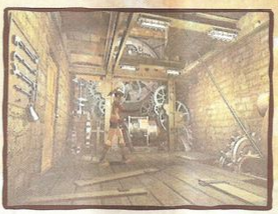




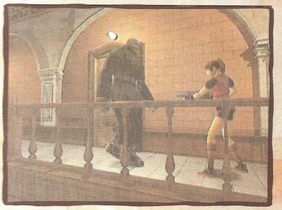


Gear Room

Go to the second floor library, which can be easily accessed if you take the ladder from the Main Hall. There's a Licker here, so don't be surprised. Climb up the library staircase and enter the room at the top. This takes you to the Main Hallway Ledge 3F, where the entrance to the Gear Room is located. Go into the Gear Room and use the Crank on the square opening in the wall. This lowers a wooden staircase, which you can take to the attic area. Use the Golden Cogwheel on the machinery there, and a door opens up to the right of you. You find the **Blue Stone 2 [G3]** there. Combine it with the Blue Stone 1 to form the **Jaguar Stone**.



As you leave the Gear Room and try to enter the Library again, the Tyrant makes another appearance. As always, use four Acid Rounds against him. This time, when you search his body you get a case of **Grenade Rounds [G2]**.



Return to Chief Irons' Office

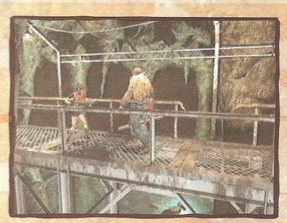


Remember the painting in Chief Irons' office? Well, that's where you need to use the three stones you've found. Head there now. When you enter the office, you run into Sherry again, and she will accompany you through most of the rest of the game. Walk up to the painting and use each of the three stones on it. Once they're in place, the side wall opens up to reveal a secret entrance. Walk through it and pick up the **File: "Mail to the Chief" [C13]** on the ground. Now, take the elevator down to Chief Irons' Secret Room.

Chief Irons' Secret Room

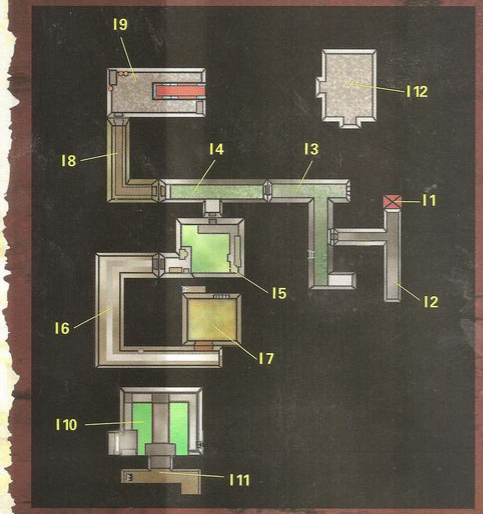
Chief Irons is in this room. A cut-scene helps to explain a bit about Umbrella, Inc. and the G-Virus. Sad to say, Chief Irons meets his demise before he can finish his speech. Look around the room and you should be able to find a case of **Acid Rounds [E11]**. These are probably the best things to use when you go against the upcoming boss. If you haven't saved your game already, now might be a good time. When you're ready, head down the trapdoor ladder and get ready to battle the monster that killed Chief Irons. After about six Acid or Grenade Rounds, the monster simply topples over the side of the metal walkway.

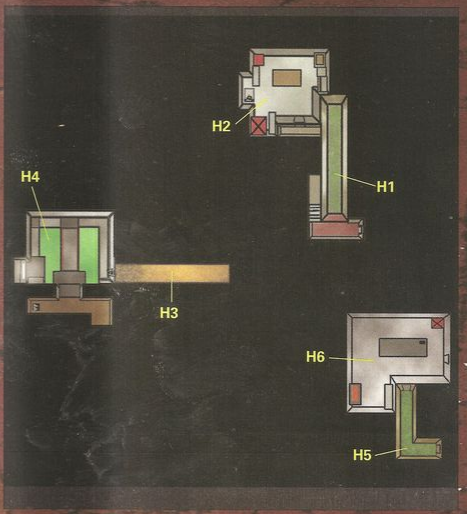




Head back to get Sherry, and then return here. Lower the ladder at the end of the metal walkway and climb up to enter the second basement of the sewer area.

Going to Sewer B2





As you enter this first room, you see the Tyrant above you. He's looking for you, so you have to run from him. As you escape to the next room, Sherry gets sucked down through the floodgate and falls into another area of the sewers. You can't save her right now, so go forward along the Sewage Tunnel 2.

Control Room 1

Pick up the two **Blue Herbs [H5]** and then enter the room. On the large table is a box of **Handgun Bullets [H6]** and the **File: "Sewer Manager Fax" [H6]**, and there's a **First Aid Spray [H6]** in the lockers to the right of the Typewriter. There's also an **Ink Ribbon [H6]** right next to the Typewriter. Once you have everything the room has to offer, use the Lockpick to gain entrance to the lower Warehouse Room.



ACCESS FOR CLAIRE ONLY

This is another area that Claire has access to, but Leon doesn't.

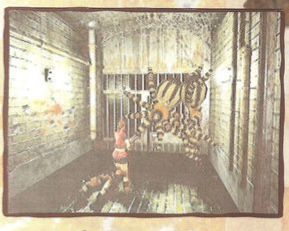
Warehouse Room

You can get a case of **Grenade Rounds** and a quiver of **Bow Gun Bolts** down here. You might want to get rid of that pesky Zombie while you're at it. Notice that there's another door in this room, but it doesn't lead anywhere useful. Climb back up the ladder and ride the elevator down to the Elevator Hallway. There's a cinematic concerning Leon. As you walk down the hall toward the next room, be sure to pick up the **Map to the Sewer Area [I2]** that's hanging on the wall, then exit to the Passage to Giant Fan.



Passage to Giant Fan

There are two Giant Spiders here, so be extremely careful. They're quite fast and can spit venom at you. Go to the left, past the ladder, to the other ledge. Pick up the case of **Flame Rounds [I3]** and the **Wolf Metal [I3]**, then do your best to kill those spiders, or simply run past them. Take the other path that leads to the left and exit through the metal sewer door.



Waterfall Room





You're now in the Waterfall Room, which contains two more Giant Spiders. Run past them and quickly climb up the ledge to the next room, Bridge Room F1. If you were poisoned, use the **Blue Herbs [I5]** here to cure yourself. They're unlimited, so you don't have to worry about wasting them.

As you walk forward into the room, Annette Birkin makes an appearance and explains what has happened to her husband, William, and why he's after Sherry. After that, she leaves the room. Walk over to the Oil Pressure Data Transmitter, and use the Valve Handle on it to lower the bridge. Walk across the bridge and pick up the two **Green Herbs [I5]**. There's also a case of **Flame Rounds [I5]** and an **Ink Ribbon [I5]** near the Typewriter. Before you leave the room to go to the Alligator Tunnel, use the Valve Handle on the other Oil Pressure Data Transmitter to raise the bridge back up to the higher level.

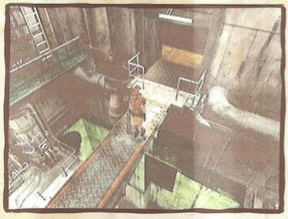
Alligator Tunnel

Once you make it to the Alligator Tunnel, run forward to the end of it. A Giant Alligator leaps out of the water and attacks you. Its bark is actually much worse than its bite, so here's the best way to beat him: Run back toward the door where you entered, and find the control panel on the left side of the tunnel. Activate it and a gas cylinder drops to the ground. Take a few steps back and then wait for the Alligator. When it picks up the cylinder in its mouth, quickly fire off two shots at the cylinder. The resulting explosion blows off the top of the Alligator's head.

After that, run back to the end of the tunnel and activate the electric lock on the wall, which opens the door. Enter the Garbage Room and pick up the hidden **Ink Ribbon [I7]** on the right side of the room. Leave the room via the back ladder, and re-enter Bridge Room 2F.







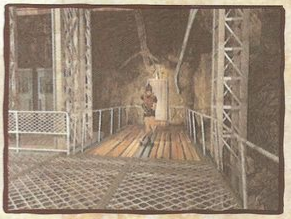
Follow the metal walkway up to the small room with the corpse. Pick up the **Eagle Medal [H4]**, as well as the **File: "Sewer Manager Diary" [H4]**, and then exit to the Waterfall Room. You need to use the Valve Handle to slow down the giant fan, and then climb through the Ventilation Shaft to the other side. There are a bunch of bugs that try to attack you, so run as fast as you can to the other side of the shaft.

RESPAWNED ENEMIES

When you run through the Passage to Giant Fan again, the Spiders are gone, but three Zombies come to life and attack you.

Stopping the Waterfall

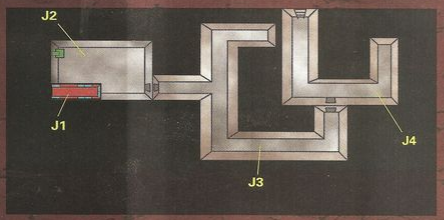




On the right side of the room, next to the waterfall, there's a Clearance Identification Device. Insert both the Wolf Medal and the Eagle Medal into the device to turn off the waterfall. Also, the water completely drains out of this sewage area. You now have access to the Wooden Catwalk.

There's nothing of interest here, so continue to Sky Tram Room 1. Walk over to the ride side of the Tram and activate the Power Console. This calls the Tram back and allows you to enter it through the doors on the left side. As you attempt to board the Tram, Sherry appears and a cinematic takes place. She then accompanies you.

Vacant Factory B1

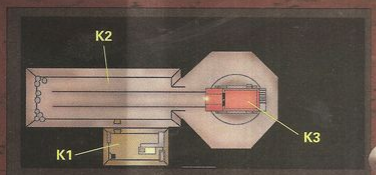


Ride the Tram to Sky Tram Room 2. To your left is a Flare Gun. Activate it with your Lighter to illuminate the room and reveal the location of the **Weapon Box Key [J2]**. Pick it up, and then exit to Y-Shaped Branch 1.

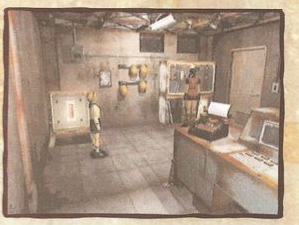


There are some Zombies here, so be patient and walk slowly around the corners of this room. Walk to the end of the left branch to find the **Spark Shot [J3]**. The right branch contains a door leading to the second Y-Shaped Branch room. There are four more Zombies here. At the end of this room's right branch, pick up two **Green Herbs [J4]**. At the end of the left branch, there's a ladder leading up to the Factory Save Room, which is on the first floor of the Vacant Factory.

Vacant Factory 1F



In the back-left corner of this save room, you can get a case of **Flame Rounds [K1]** and a case of **Grenade Rounds [K1]**. There's a **First Aid Spray [K1]** in the cabinet to the left of the door. Save your game, because another Tyrant battle is coming up soon.



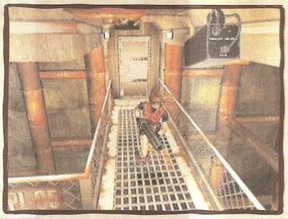


Transport Room 1



In the back of this area, next to the fallen barrels, you can find a hidden box of **Handgun Bullets [K2]**. There's also a **Map to Factory area [K2]** hanging on the wall to the left of the door. Grab it, and then ride the elevator down to the lower level. Walk along the metal walkway and enter the Engine Room.

Engine Room



Go to the back of this room and get the **Control Panel Key** from the top of the main control panel. To the left of the key is a monitor control panel. If you turn on the monitor, you see the Tyrant entering the room! However, if you leave the room without looking at the monitor, you skip the theatrics, but still run smack into him. As always, all it takes is a few Acid Rounds to end his charge. Search his corpse for a case of **Acid Rounds**, then head back to the Factory Save Room and use the Control Panel Key on the control panel there. This calls back the Transport.

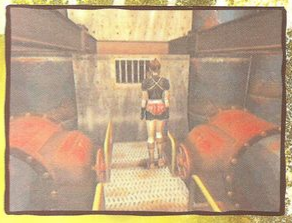
Transport



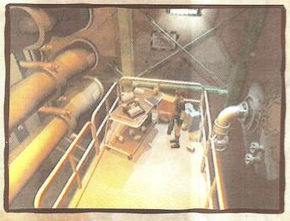
Activate the Transport Control Panel and the Transport starts to lower into Laboratory B4, Transport Room 2. You then hear some disturbing sounds from outside, so exit through the door. As you walk around the Transport, the mutated form of William Birkin attacks.

BOSS FIGHT

William Birkin



The best weapons to use against him are the Flame Rounds or the Grenade Rounds. Always stay a safe distance from him, because his claws can cause serious damage. As soon as you defeat him, re-enter the Transport. The Transport then stops, due to overheating problems, and arrives at Transport Room 3.



Walk to the front of the Transport and climb up to the ledge there. Enter the ventilation shaft in front of you. This drops you into another passageway. Of course, in a strange twist, the Transport then starts back up and carries Sherry to the lower levels of the Laboratory.

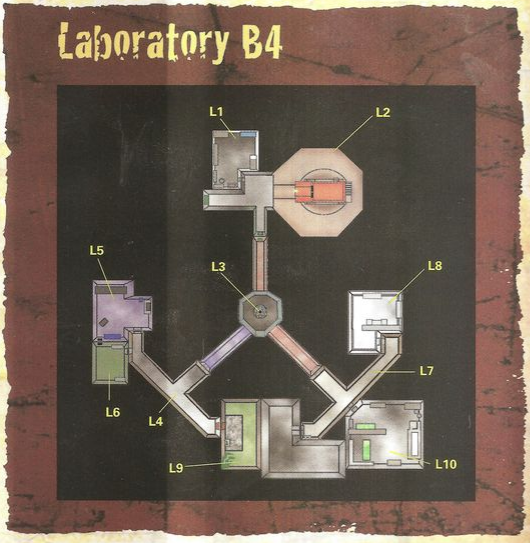
Go to the left and enter the Pump Room 1. There's an Item Box here, as well as a **Green Herb**, an elevator, and a strange-looking crate. Ride the elevator down to the lower area of the room and you can find the **File: "P-Epsilon Report"**, a case of **Flame Rounds**, an **Ink Ribbon**, and a Typewriter. There's also another elevator down here that you need to ride on.

Power Room

As you enter the Power Room from the elevator, you see two Lickers just waiting for you. Kill them and then go to the other end of the room. There's an elevator power switch that you must activate. Then go back up to Pump Room 1 and make your way back to the initial passageway you landed in. This time, head to the right and take the large elevator up to Transport Room 2. This is where you would normally arrive if you were playing the "A" games. Warning: There are five skinless Zombies here!



You'll want to start out this section in the Security Room, where you can save your game.



Security Room

You can find a **Green Herb [L1]** at the top of the refrigerator, near the cot that Sherry is lying on. There's also a box of **Handgun Bullets [L1]** in the set of lockers at the far end of the room. To the left of the lockers, on the table, there's a case of **Flame Rounds [L1]**. On the other side of the room, near the door, you can find an **Ink Ribbon [L1]** near the Typewriter.



Exit the Security Room and head to the far-left hallway. It leads to the Main Shaft, which houses the main Breaker System for the whole building. Take the passageway with the red guide lights, and follow it into the Left Passage. Enter the door at the very end of this room.

Tentacle Room

Inside is the Tentacle Room, so named because of the tentacles that protrude from the ventilation shaft. Fire a Flame Round into the shaft and the tentacles are no more. There's a quiver of **Bow Gun Bolts [L5]** in the locker to the right of the door and a **File "Lab Security Manual" [L5]** to the right of the flickering computer monitor. Use the computer to turn on the Anti-B.O.W. Sprinkler System. On the couch to the left of the beds, you can find a **Lab Card Key [L5]** and the **File: "User Registration" [L5]**. There are also some **Blue Herbs [L5]** next to the beds. You can use these herbs as many times as you want, but you can't take them with you. There's nothing else useful here, so climb through the ventilation shaft where the tentacles used to be.



Tentacle Room 2



When you enter this room via the ventilation shaft, there are two Lickers here. If you time it right, it takes only one Flame Round to kill them both. There are two cases of **Grenade Rounds [L6]** in the metal closet at the back of the room. On your way out the door, grab the **Ink Ribbon [L6]** on the table.



You now find yourself back in the Left Passage. Follow it back to the Main Shaft Room, and then take the passageway with the blue lights. This leads to the Right Passage. At the back of this passage, enter the Cold Room.

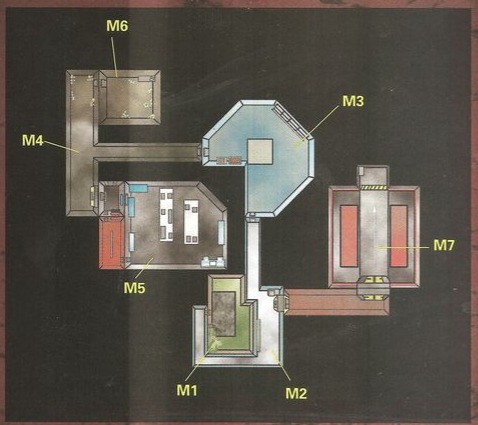
Cold Room



There's a **Fuse Case [L8]** on a small shelf in the back corner of this room. Use it at the middle computer terminal, just to the right of the shelf where you found it. It turns into the **Main Fuse [L8]**, which you can use on the Breaker System in the Main Shaft. Also, don't forget to grab the hidden **First Aid Spray [L8]** from the shelves opposite the computer terminal. Now return back to the Main Shaft to use the Main Fuse. This restores power to several of the electronic doors in the building, one of which is in the Left Passage. Go there now.

Activate the shutter door by using the switch on the wall next to it. Behind the door are two plant creatures, which you can easily kill with the Flame Rounds, and a doorway leading to the room with the ladder to B5. Head through that doorway and kill the single plant creature here, and then come back inside to take care of a couple more plant creatures. Now go back outside and take the ladder down to Laboratory B5. There are two **Green Herbs [L9]** here if you need them.

Laboratory B5: Evacuation Gate Room



As you make your way down, be sure you have your weapons fully loaded. There are a lot of enemies up ahead.

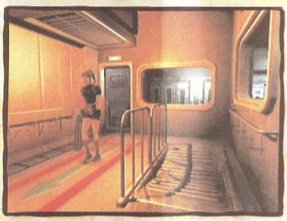


Evacuation Gate Room



When you enter the Evacuation Gate Room from the ladder, you come face-to-face with three Lickers. One drops down from the ceiling, so be prepared. Just be patient, and let them have it with the Flame Rounds. Past the Lickers, you find three **Green Herbs [M2]** on the floor in the wide part of the room. Pick them up, and then go through the other open door to the Control Center. The **Map to the Lab area [M2]** is on the far left of the main control panel, below the video screens. There's also an Item Box here, if you need it. Continue to the Area Outside Giant Moth Room and enter the big metal doors that lead to the P-4 Laboratory.

P-4 Laboratory



This is actually one really big room split up into three different sections. Since the doors between the sections run on motion sensors, the five skinless Zombies here can walk freely from section to section. Be careful! In the first small part of the room, there's a locker that you can use the Weapon Locker Key on. You're rewarded with two cases of **Grenade Rounds [M5]**. In the big section of this room, look for the **Power Room Key [M5]**, which is shining on the white table at the back area. That's it for this room, so exit back out to the Area Outside Giant Moth Room.

Giant Moth Room



You need to use the Lab Card Key on the security panel outside the entrance in order to gain access. Have your Flame Rounds ready, because there's a Giant Moth hanging on the wall at the back of the room. After finishing it off, blast the nasty critters off of the nearby computer and use the user name "GUEST" to login. The computer then registers your fingerprint image.

Head back outside and climb the outside ladder up to the Laboratory B4 level. As you walk past the bank of monitors in the Control Room, Annette makes another appearance and then runs off to find Sherry. Also, as you go through the Evacuation Gate Room again, another Licker drops down from the ceiling to surprise you.

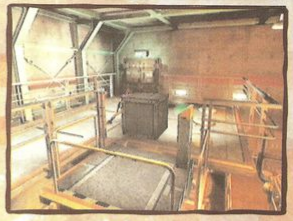
Back to Laboratory B4



Make your way to the Right Passage and open the shutter door here. This reveals another door with a special fingerprint verification control panel next to it. If you've already activated this control panel once as Leon, do it again with Claire. The door now opens because it has two separate fingerprint scans. Inside is either a **Sub Machinegun [L11]** or **Sub Machinegun Bullets [L11]**, depending on if you already have the Sub Machinegun or not.

Next, use the Lab Card Key to enter the door to the immediate left of the shutter door, and make quick work of the two plant creatures here. Then turn on the light switch at the left side of the room, beside the gas cylinders. There's a case of **Grenade Rounds [L10]** in the back part of the room, as well.

Return to Pump Room 1



Now it's time to return to Pump Room 1, so go back to Transport Room 2 and ride the elevator down to the passageway. Once you're in Pump Room 1, there's a quick puzzle that you need to solve. See that strange-looking crate? Push it onto the smaller elevator and ride with it down to the lower area of the room. Push it along the small left path until it's flush against the back wall. (Don't worry, there's no way to mess this up.) Climb on top of the crate, and you can reach an area that was previously inaccessible. Use the Power Room Key on this door to gain entry.

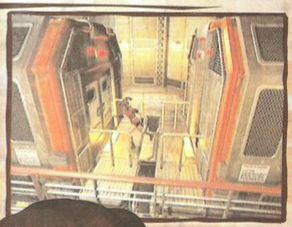
Power Room



As you walk into this room, there's a cut-scene with Sherry and the Tyrant. In the end, the Tyrant falls into a pool of lava in the lower part of the Laboratory. The building's self-destruct system engages, so you need to hustle back to the big elevator. Ride the elevator back up to Transport Room 2 and go to the Main Shaft. Annette and Sherry are there, and you can get the **Master Key**.

After you get it, make your way back to the elevator yet again and use the key on the other control panel. This causes the elevator to follow a different route and take you down to the Escape Train Room.

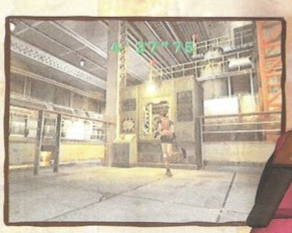
Escape Train Room



You automatically start off in Train Car 1, so go to your left and enter Train Car 2. In the very back of this car are a Typewriter, an Item Box, an **Ink Ribbon**, and the **Platform Key**. Save your game, and then exit through the side door in Train Car 1. This takes you back out to the Escape Train Room.

Use the Platform Key on the metal doors to your left, and enter the Plug Room. There's another Item Box here if you need it. Go over the bridge to the other side of the room, and activate the control panel there. Now you can get **Joint S Plug** and **Joint N Plug**. Grab them and go through the other door in that area.







Tyrant Room

There's a generator in this room, but it's missing the plugs it needs to operate. Use the two plugs on the control panel, and power is redirected to your Train. Unfortunately, this also summons the Tyrant, so you have to fight him one last time.

BOSS FIGHT

Tyrant



The Tyrant is extremely fast, and there's no easy way to dodge him. Make sure that you have a lot of health. There's one fairly easy way to beat him. Shoot him with a couple of Acid Rounds, and then run away from him.

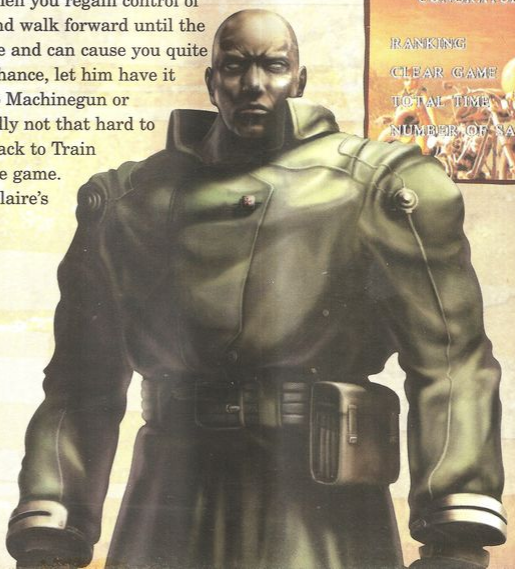
A woman appears in the shadows and throws you a **Rocket Launcher**. Quickly grab it and fire at the Tyrant. One shot is all it takes, but you have only two rockets.

After he's destroyed for real, return to the Escape Train Room and activate the control panel at the front end of the platform. This opens the gates that are currently blocking the train's route. Board the train again, and go to the Engine Car Control Room.

Engine Car Control Room

Power up the train by activating the big handle at the center of the main console. There are some cinematics, and then you regain control of Claire. Proceed to Train Car 2 again and walk forward until the last boss appears. He's pretty gruesome and can cause you quite a bit of damage. As soon as you get a chance, let him have it with every weapon you've got. The Sub Machinegun or Grenade Rounds work best. He's actually not that hard to kill. As soon as you finish him off, go back to Train Car 1 to watch the final sequence of the game. Congratulations, you've just finished Claire's "B" game!



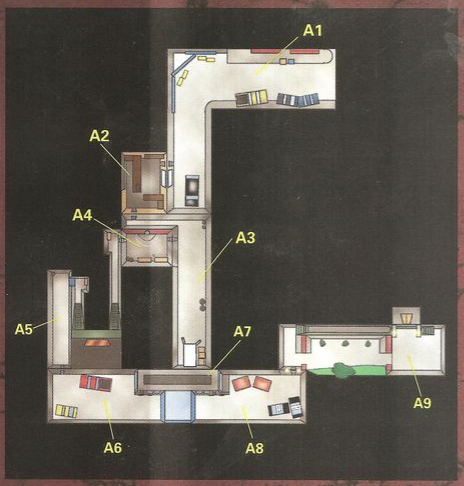


Claire's A Walkthrough

DON'T FORGET!

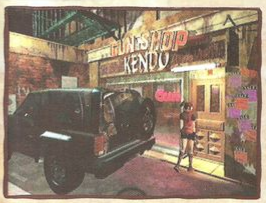
This walkthrough was written using the *Normal* difficulty setting. All of the items listed in this walkthrough have an abbreviation next to them that corresponds to a specific map and room. For example, **Ink Ribbon [B1]** means that this particular Ink Ribbon is located in Room 1 of Map B.

City Area, Part 1



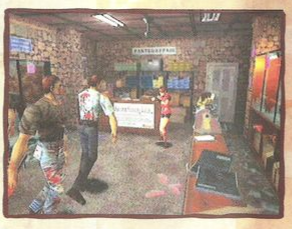
You begin Claire's "A" game on the left side of the destroyed police car. Run past the Zombies until you reach the Gun Shop. After taking a few steps into the shop, a cut-scene shows the shop owner preparing to shoot you. Luckily, you convince him that you're a human and not one of the mindless Zombies currently rampaging through Raccoon City.



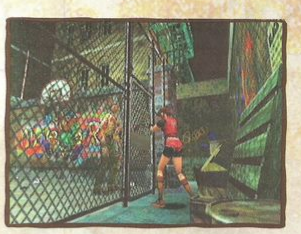


After the cut-scene, explore the shop. There's one box of **Handgun Bullets [A2]** on the shelf behind the main counter, and another one behind the side counter on top of a crate. After walking behind the side counter and emerging back into the open, Zombies smash through the front window and kill the store owner. Eradicate the Zombies using the counters for cover. When the coast is clear, pick up the **Bow Gun [A2]** from the remains of the store owner, then head out the back door to the Back Alley.



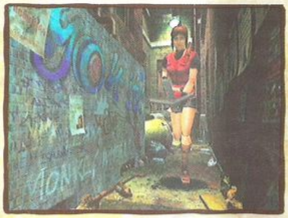


While walking through the alley, you'll notice some Zombies locked behind a fence to the left. Proceed to the van at the back of the alley, but note that some Zombies will burst through the fence and come after you. Don't worry—you still have time to collect the box of **Handgun Bullets [A3]** from the back of the van.



Find a good position to hold your ground, and unleash a barrage of gunfire on the remaining Zombies. Proceed through the open gate and walk past the basketball court to the other side. Use this gate to exit; you should be in an area with a metal walkway, Room 4. Walk up the stairs and follow the walkway to the other side, then head down the other set of stairs.





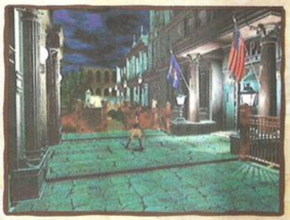
LOOK EVERYWHERE!

Explore the area to the right—hidden between two trash cans is a box of **Handgun Bullets**.

Climb over the dumpster, run past the Zombies, and leave through the gate at the end of the alley. There are more Zombies here, but pay them no mind. Simply run past them and hop on the nearby bus.

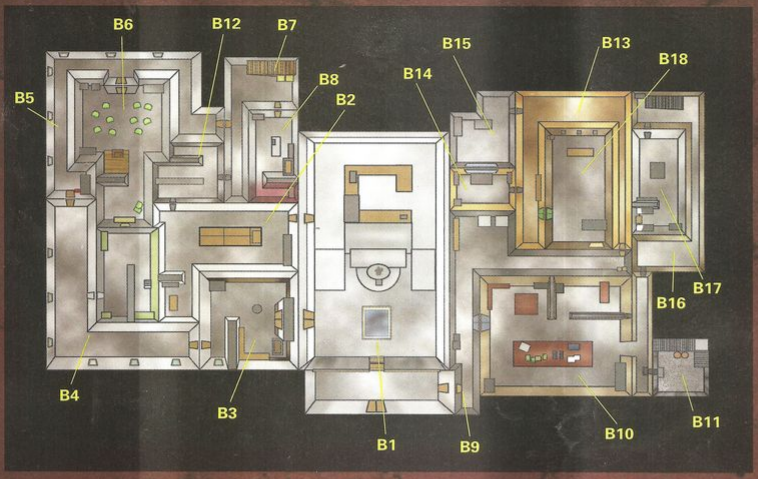
To the left is a duffel bag with a box of **Handgun Bullets [A7]** inside. There are also a couple of Zombies here, so use the Handgun to put them to rest. Get off the bus at the other end and run past even more Zombies. You will eventually reach another gate; this one leads to the Police Station area. Go through it and follow the path around until you arrive at the front doors of the Raccoon City Police Department.

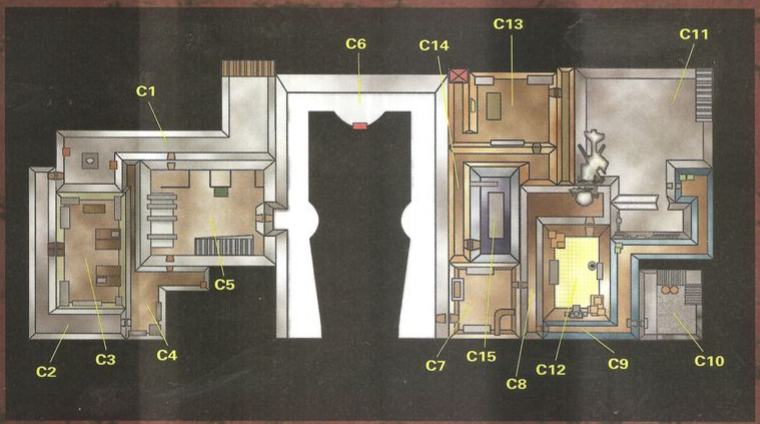






Police Station

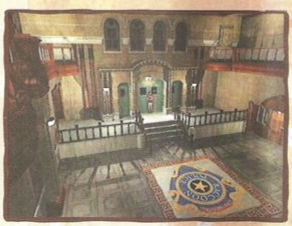




After entering the Police Station, walk down the front staircase and enter the door at the back left of the Main Hall. Inside, a wounded cop hands over a **Blue Card Key [B2]**, then forces you out of the room.

REMEMBER...

You can't re-enter this room until *later* in the game.





With the Blue Card Key in hand, use it on the computer terminal to unlock the other two doors in the room. Also, pick up the **Ink Ribbon [B1]** and the box of **Handgun Bullets [B1]** near the computer.



Reception Area 1



Now enter Reception Area 1, which is located behind the front door on the left side of the hall. There is an Item Box here, as well as a **File: "Police Memorandum" [B3]**. Use the Lockpick on the small desk drawer to reveal a **First Aid Spray [B3]**. While leaving this room through the back exit, you will catch a glimpse of a Licker. Don't worry, though, it can't cause any harm right now.

Circuit Box Hall 1

This area contains a **Circuit Box [B4]** and a **Green Herb [B4]**. As you approach the pool of blood on the floor, a Licker drops down and attacks. Using the Bow Gun, aim low and fire a few rounds to finish it off. Continue through the wooden door into the Hallway With Boarded Windows, and enter the next door.





Briefing Room

In this room, locate a **File: "Operation Report 1" [B5]** on the table to the right of the doorway. There's also a fireplace in the back room, but it's of no use until later.





Return to the Hallway and continue toward the room with a staircase. Remember to come prepared for some Zombies. Grab the two **Green Herbs [B7]** in front of the door leading to the Dark Room, then enter the door.

Dark Room

There is an **Ink Ribbon [B8]** located to the left of the Typewriter on the filing cabinet. There's also a File to the right behind the Typewriter. You can use the back section of this room to develop rolls of film.



GAME SECRETS!

There is a metal locker to the left of the door. It contains a costume change and another secret weapon. To find out how to unlock it, refer to the "The Secrets & Bonuses" chapter.

When you're finished, exit and walk up the nearby staircase. Follow the hallway until you see a room with three statues in it. To solve this simple puzzle, push the right gray statue on top of the left pressure plate, then push the left brown statue on top of the right pressure plate. You'll know they're in the correct position when you hear a distinct "clicking" sound. With both statues positioned correctly, the center statue drops a fist-sized **Red Jewel [C1]**. Grab it and exit through the nearby door.





Hallway to the S.T.A.R.S. Office



Enter the S.T.A.R.S. Office through the first door you see, and locate the **Grenade Launcher [C3]**, a **File: "Chris's Diary" [C3]**, and the **Unicorn Medal [C3]**. As you prepare to leave the room, the fax machine starts to print out a **File: "Mail to Chris" [C3]**. Take a moment to read it.

ZOMBIE ATTACK

While walking back through the Hallway With Boarded Windows, Zombies will attempt to grab you through the windows.

With the Unicorn Medal in tow, return to the Main Hall and use it on the Center Statue. The statue then drops the **Precinct (Spade) Key [B1]**. Go through the front right door to access Reception Area 2.



There are lots of Zombies in this area, so be prepared. Pick up the **Green Herb [B9]** located to the left of the vending machines, and enter through the big set of blue doors. This leads to the Fan Room.

Fan Room

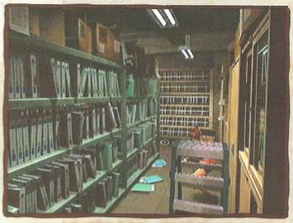
Inside are even more Zombies, one of which is playing "dead" on the right side of the room. There's an **Ink Ribbon [B10]** on a table underneath the front ceiling fan, and a box of **Handgun Bullets [B10]** on a dead body in the back corner of the room (look in front of the door to the East Staircase).





Go out the door and pick up the two **Green Herbs [B11]**, then re-enter the Fan Room. Walk to the office area to find a locked safe and a **Green Herb [B11]** behind the desk. The combination to the safe is **2236** (this is also written in the File: "Police Memorandum," found in Reception Area 1). Inside the safe is a case of **Acid Rounds [B10]** and a **Map [B10]** to the entire Police Station. Return to the west side of the Police Station, and enter the metal door located in Circuit Box Hall 1.

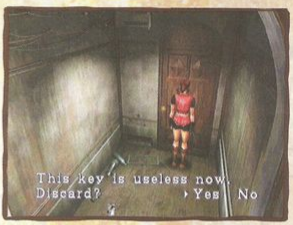
Messy File Room



Search the room to find a **File: "Patrol Report" [B12]** at the end of the long shelf (on the side facing the door) next to the copy machine. There's an **Ink Ribbon [B12]** in the supply cabinet to the right of the door. Push the stepladder forward against the back supply cabinet. On the top of the cabinet is the **Crank [B12]**.

Proceed upstairs again, past the statues, and re-enter the Hallway to the S.T.A.R.S. Office. After a cut-scene involving Sherry, put the Zombie out of its misery.

Reception Area 3



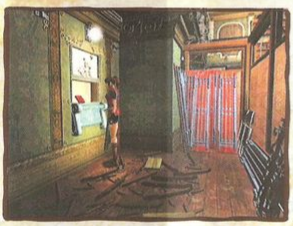
Continue forward and open the next door using the Precinct (Spade) Key. This enables you to enter Reception Area 3 so you can meet up with Leon.

After another cut-scene, get the **Handgun Bullets [C4]** out of the closet at the end of the hallway, then use the Lockpick on the small desk drawer to the right of the room.

MORE AMMO

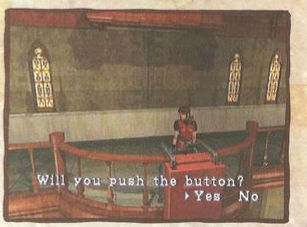
There are some **Flame Rounds** inside the desk drawer. Use them to your advantage!

Library





Go through the nearby door and walk up the staircase, following the balcony around to the left. You will eventually fall through the balcony to the floor below. Here you will find two things: 1.) A box on the wall, and 2.) A Power Switch that opens a secret pathway back to the main area of the room. Walk through the pathway and activate the panel on the left-most bookcase. This enables you to move the bookcase to the left or right. Move the bookcase and the next bookcase both to the right. This causes the box on the wall in the secret area to open, revealing a **Serpent Stone [C5]**. Grab it and exit through the big main doors on the other side of the room.



Follow the Hallway Ledge around, while dodging Zombies, until you reach a strange-looking box in the center. Activating it lowers a ladder to the first floor of the building. This creates a quick and easy access between the two main floors. After finishing that task, continue to follow the ledge around and enter the Waiting Room.

Waiting Room

Inside this room, locate a **File: "Secretary's Diary A" [C7]** on the desk, to the right of the Typewriter. The **Lighter [C7]** is located on the windowsill, to the right of the desk. Also, there is an **Ink Ribbon [C7]** near the Typewriter.

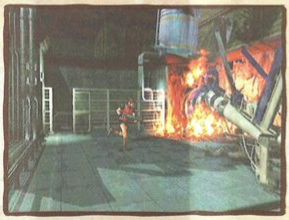
ORGANIZATION IS KEY

Take a few moments to organize your equipment using the Item Box. When you're finished, don't forget to save.



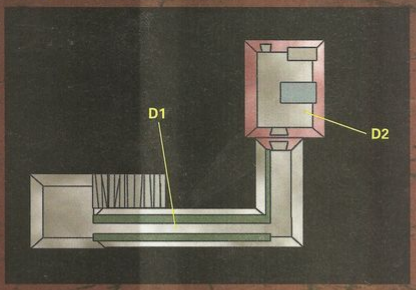
With the Lighter in your inventory, start up the fireplace in the Briefing Room (it's on the west side of the first floor). You can even use the ladder to save some time. Once the fireplace is going, the painting above it opens to reveal the other **Red Jewel [B5]**. Grab it and return to the Waiting Room.

Continue toward the next set of doors and kill the Zombies in the Helicopter Hallway. You can't walk past the helicopter right now, so proceed to the "Bird Hallway."



Walk slowly through the "Bird Hallway" and shoot each bird you encounter. Don't forget to check each corpse for a box of **Handgun Bullets [C9]**, then unlock the door to East Staircase 2F as you go by them. There is one **Green Herb [C10]** outside on the staircase, if you need it. While walking past the unbroken windows, even more birds will smash through the glass and attack. Just have the Handgun ready and aim carefully.

City Area (Part 2)



Continue toward the Helicopter Rooftop. Although there's nothing to do here yet, climb down the metal stairs on the side and run past the Zombies to the Small Work Area. In the back area near the desk, search for a **Bow Gun [D2]**, **Ink Ribbon [D2]**, and the **Valve Handle [D2]**.

PAY ATTENTION!

If you attempt to enter the door next to the desk, Zombies will attack during the regular "load" screen so be prepared. Then again, you can't actually go through this door, so why waste your ammo? Simply avoid opening the door altogether.

Return to the Helicopter Rooftop and walk behind the metal fence. Use the Valve Handle on the water pressure valve to extinguish the flaming Helicopter, then walk back around the fence and search near the front of the wreckage for the **Handgun Bullets [C11]**.



Return To Police Station



Re-enter the Helicopter Hallway and walk past the wreckage to the back door. You will hear a scream coming from the blocked door to the left. With the two Red Jewels in your possession, enter the unblocked door. You should now be in the Red Jewel Statues Room.

SEARCH FOR ANOTHER KEY

The **Precinct (Diamond) Key [C12]** is resting on a crate just in front of the left statue.

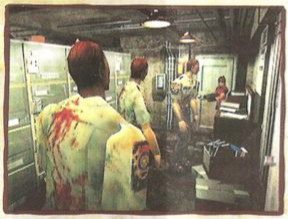


To solve this puzzle, place a Red Jewel in each of the two side statues. The center statue then opens to reveal **Blue Stone 1 [C12]**.

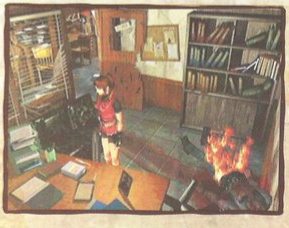


With the Precinct (Diamond) Key in hand, return to the west (left) side of the building and go down the staircase to the first floor. Walk to the back of the right hallway (*not* the one with the Dark Room in it) and enter the Locker Room.

Locker Room



There are lots of Zombies in the Locker Room, so make sure you're well armed. There's a quiver of **Bow Gun Bolts [B12]** inside a locker on the side of the locker wall facing the door where you entered. The **Plastic Bomb [B12]** is in the locker to the left of the other door. Lastly, find a drawer on the other side of the wall of lockers; inside you'll find **Film A [B12]**.



Exit through the other door to return to the room containing the wounded cop. Pick up the nearby **Green Herb [B2]**. The cop is now in the office area, and when you approach him, he turns into a Zombie. Dispose of the creature and pick up the **Detonator [B2]** on the desk.

CREATE SOMETHING NEW

Combine the Plastic Bomb with the Detonator to create the **Bomb & Detonator.**



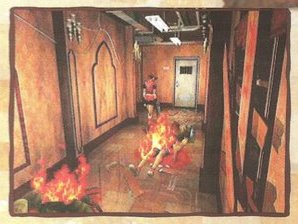
Search the other side of the room, on the desk in front of the two big lockers, to find the **File: "Memo to Leon" [B2]**. There is also a box of **Handgun Bullets [B2]** in one of the lockers. There's nothing else in this room, so exit to the Main Hall via the front door.

EASY ACCESS

After exiting to the Main Hall, the front door remains unlocked so you can come and go freely.

Brown, Boarded-Up Hallway





Now return to Reception Area 2, and leave through the door at the rear of the room. This takes you to the Brown, Boarded-Up Hallway. Some Zombies are waiting inside; you can either run past them or shoot them. There is a **Red Herb [B13]** here as well.

Follow the hallway to the end and enter the back door, located on the right side. This takes you to the Interrogation View Room; however, the only thing here is a box of **Handgun Bullets [B14]**.

Interrogation Room

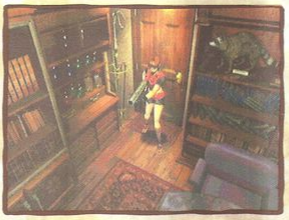


Return to the hallway and enter the gray door to the right. You need the Precinct (Diamond) Key to unlock this door. Inside are the **Wire [B15]** and **Eagle Stone [B15]**.

INCOMING!

As soon as you pick up the Eagle Stone and attempt to leave, a Licker bursts through the two-way mirror and lands in front of you.

Blowing Up the Helicopter







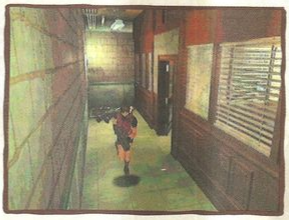


Return to the Helicopter Hallway with the Bomb & Detonator in your possession. Use them on the blocked doorway so you can enter Chief Irons' Office. Walk up to his desk and attempt to search it. As you do so, the chair turns around, and you come face-to-face with Chief Brian Irons.

You can't do anything now, so exit using the other door in this room and walk through the hallway until you reach the Art Display Room. Sherry is in the back of this room, but you must turn on the light switch to see her. You can also find a **File: "Secretary's Diary B" [C15]** here, as well as a **First Aid Spray [C15]**.

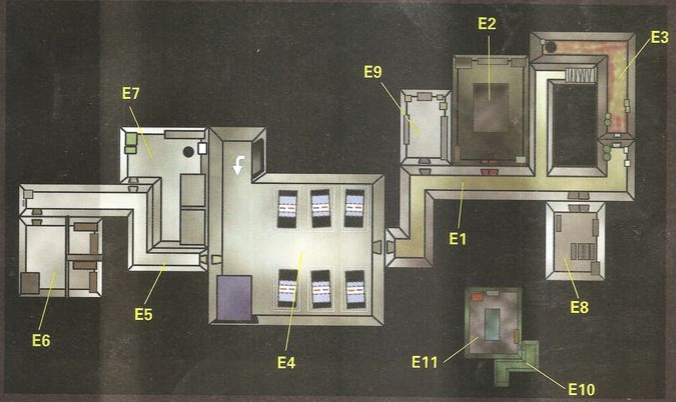
Now return to Chief Irons' office and take the **Precinct (Heart) Key [C13]** off his desk. He's no longer here, but there's a **File: "Chief's Diary" [C13]** on his chair. If you look closely at the picture behind the desk, it opens to reveal a puzzle. To solve it, gather all the different square stones and put them in the openings. That's it for the main floors, so it's time to head for the first section of the basement level.

Leave this area and go down the outside east Staircase. Enter the Fan Room again, but exit through the locked door this time. You need the Precinct (Heart) Key to unlock this door. You should now be in the Circuit Box Hall 2. Take the Wire and use it on the Circuit Box. Doing so lowers some Metal Shutters, which prevent any Zombies from entering the hallway from the outside. Pick up the **Green Herb [B16]**, then head downstairs to Police Station B1.





Police Station, B1



Upon arriving at the bottom of the stairs, you will hear some dogs. Go through the Main Tunnel to the T-intersection and dispose of them. It's best to keep all of the dogs in front of you at all times. Now go to the right and through the big doors that lead into the Power Room.



KNOW WHEN TO ATTACK

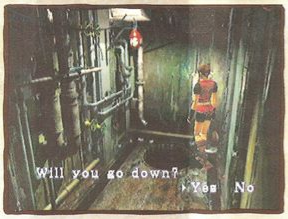
The dogs tend to growl right before they leap to attack. This is definitely the right time to shoot them!

Power Room

There is a **Green Herb [E2]** to the immediate left. Run around the center machinery and pick up the **Map to Police Station B1 [E2]**, then walk over to the Reserve Power Control Panel and set the switches to the following positions:

Up, Down, Up, Down, Up





Performing this task powers up the card reader outside the Armory. Leave and go through the dirty-looking metal door that leads to the Outer Path. Don't forget about the **Red Herb [E3]** on the ground near the door. While walking along the path, more dogs attack (one from behind and another from the front). It's best to run to the end of the path and climb down the manhole, then climb back up to the room so that both dogs will be in front of you.

Under Construction Passageway

The Under Construction Passageway is located at the bottom of the manhole. Enter the door to the left and save your game.

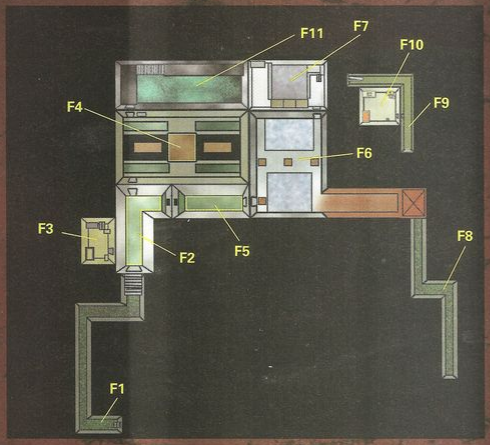


MORE GOODIES TO FIND

Don't forget to pick up the **Ink Ribbon [F10]** before you leave. It's located near the Typewriter.

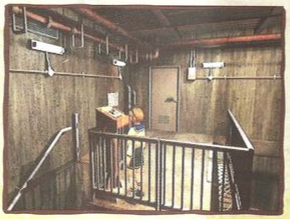
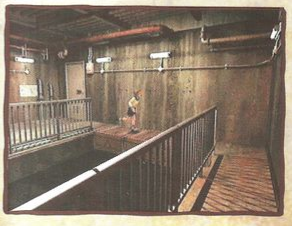
When you exit Storeroom R, you will meet Sherry. After a conversation, she climbs through an opening in the passageway and lands in a Dead End. At this point in the game, you assume control of Sherry.

Sewage Disposal



Take the elevator to the Catwalk area. Make sure you attempt to dodge any dogs in the area; however, Sherry doesn't have a gun, so she is at a bit of a disadvantage. Run to the door to the left of the Catwalk and enter it. This takes you to the Crate Puzzle room.

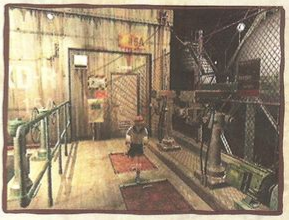
Walk down the stairs to the empty pool area to find three wooden crates. Push the left crate against the back wall, then climb over the two crates to the right and push the center one flush against the side of the left one. Now climb back over the crates and push the final (right) crate against the wall.

All three crates should be in a straight line now. Climb back up to the stairs and activate the sewage control panel to flood the pool area. This also makes the crates rise, thus enabling you to walk over to the other section of the room where the **Precinct (Club) Key [F7]** is located. Pick up the key, exit the room, but don't forget to pick up the **Sewage Disposal Map [F7]**. It's hanging on the wall near the door.

Cesspool

Run past the dogs again to the other door, which leads to the Cesspool (there's a case of **Grenade Rounds [F5]** there). Run past the dogs again, and go back down the elevator to the Dead End area.



CLAIRE RETURNS!

After the cut-scene, you regain control of Claire. You will also inherit the **Grenade Rounds** and the **Precinct (Club) Key**.

That concludes this section, so return to the Main Tunnel of Police Station B1.

Return To Police Station B1

There is a Licker here now, so be prepared. After disposing of it, use the Precinct (Club) Key to enter the Autopsy Room. There is a **Red Card Key [E8]** in a locker to the far left of the room.



MORE ZOMBIES

After picking up the Red Card Key, a group of Zombies comes to life and attacks! Have plenty of ammo at your disposal, because there is no easy way to run away!



With Red Card Key in hand, head for the Armor. (it's the door with the Card Reader to the side of it). Upon first entering the room, you will see a quiver of **Bow Gun Bolts [E9]** and a box of **Handgun Bullets [E9]** on the left side of the room; on the right side is another box of **Handgun Bullets [E9]**. There is a **Sub Machinegun [E9]** and a **Side Pack [E9]** in the left locker at the end of the room. The Sub Machinegun and Side Pack are two of the better items inside the Police Station. Pick up everything, then head back up the stairs to the Circuit Box Hall 2.

Return to Police Station

Enter the door behind the stairs. Inside are some living quarters. Use the Precinct (Club) Key to enter the room. In the back sleeping area, search for a case of **Acid Rounds [B17]** and a **File: "Watchmen's Diary" [B17]**.

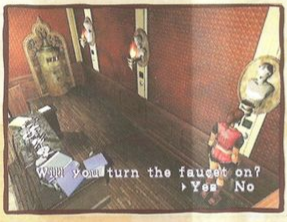




Exit the room and head toward the Brown, Boarded-Up Hallway again. Enter the green door at the back of the hallway by using the Precinct (Club) Key.

Press Room

This takes you to the Press Room—but watch out for the Licker. On the nearby table, pick up **Film B [B18]**, then walk to the back area of the room with the furnace. Ignite the furnace by using the Lighter, and turn on the three wall statues in the following order: **12**, **13**, **11**. With all three statues lit in the proper order, a **Golden Cogwheel [B18]** drops from the wall painting. Now it's off to the Gear Room, which is located on the third floor.





INVENTORY CHECK

Before heading to the Gear Room, make sure the **Crank** is in your inventory.

Gear Room

Take the ladder from the Main Hall to reach the second floor library. Climb up the library staircase and enter the room at the top. This takes you to the Main Hallway Ledge 3F, where the entrance to the Gear Room is located. Another Licker awaits your arrival, but you can run past it without taking any damage.

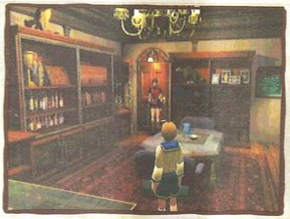


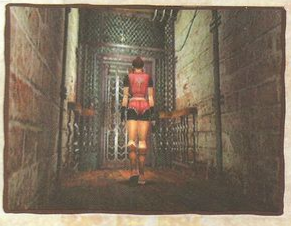
Enter the Gear Room and use the Crank on the square opening in the wall. This lowers a wooden staircase that you can use to access the attic. Use the Golden Cogwheel on the machinery to open a door to the right. The **Blue Stone 2 [G3]** is inside.

TIME TO CREATE AGAIN

Combine Blue Stone 2 with Blue Stone 1 to form the **Jaguar Stone**!

Return to Chief Irons' Office



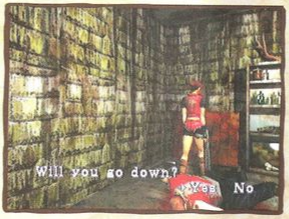


Remember the painting in Chief Irons' office? Well, that's where you need to use the three stones you've collected.

After entering the office, Sherry makes another appearance and decides to accompany you throughout a majority of the rest of the game. Walk up to the painting and use each of the three stones on it. When they're all in place, the side wall opens to reveal a *Secret Entrance*. Walk through it and pick up the **File: "Mail to the Chief" [C13]** on the ground. Now take the elevator down to Chief Irons' *Secret Room*.

Chief Irons' Secret Room





After a gruesome cut-scene, enter the room to see Chief Irons. Another cut-scene ensues to help explain something about Umbrella Inc. and the G-Virus. Thoroughly search the area to find a case of **Acid Rounds [E11]**.

This is a good time to save your game, so when you're ready, head down the trap door ladder and prepare to battle the parasite that killed Chief Irons.

COME PREPARED!

Acid Rounds are probably the best items to use when battling the upcoming Boss.

BOSS FIGHT

Tyrant

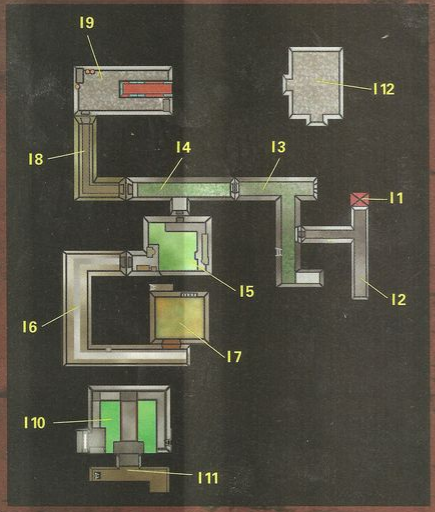


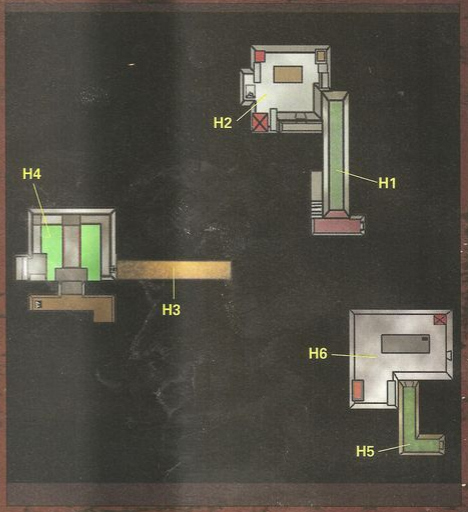


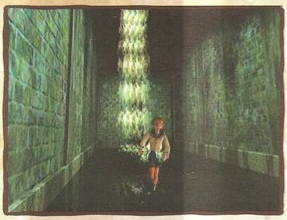
This fight isn't incredibly difficult as long as you know what to bring to the fight. If that's the case, it should be fairly easy. Acid Rounds are probably the best ammo to use when battling this terrifying boss.

After finishing off the monster, return to Sherry and then return back here. Lower the ladder at the end of the metal walkway, and climb it to enter the second basement of the sewer area.

SEWER B2: Secret Warehouse







As you enter the first room, you encounter Sherry's father, William Birkin. He has started to mutate into a monster, thanks to the G-Virus, so get away from him quickly.

Although you escape to the next room, Sherry gets sucked through the floodgate and falls into another area of the sewers. When this occurs, you regain control of her. Go through the doorway and enter the Warehouse Room.

Warehouse Room

There is nothing here for Sherry, so climb through the air vent on the other side of the room. Just beware of the Zombie while doing so. There is a bug-infested tunnel on the other end of the vent, so quickly run to the other side and escape through the other air vent. This air vent leads to a Small Trash Heap Room.



Small Trash Heap Room



Examine the shiny item on the floor to find the **Wolf Medal [I7]**. Doing so opens the floor and drops Sherry into the Garbage Room. After another cut-scene, you regain control of Claire. Continue forward and climb onto the ledge leading to Control Room 1.

Control Room 1



Pick up the two **Blue Herbs** and enter the room. On the large table, pick up a box of **Handgun Bullets** and a **File: "Sewer Manager Fax."** Look for a **First Aid Spray** inside the lockers to the right of the Typewriter. There is also an **Ink Ribbon** next to the Typewriter. When you're ready, use the Lockpick to gain entrance to the lower Warehouse Room.

ACCESS FOR CLAIRE ONLY

This is another area that Claire has access to, but Leon doesn't.

Warehouse Room

Pick up the **Grenade Rounds** and a quiver of **Bow Gun Bolts** inside this room. It's in your best interest to eliminate the pesky Zombie while you're at it. Climb back up the ladder, then ride the elevator down to the Elevator Hallway. While walking down the hall toward the next room, pick up the **Map to the Sewer Area [I2]** (the Map is hanging on the wall), and exit to the Passage to Giant Fan.





Passage to Giant Fan

There are two Giant Spiders in this room, so be extremely careful. The spiders are fast and have the ability to spit venom. Go to the left, past the ladder, to the other ledge. Pick up the **Flame Rounds [I3]**, then eliminate the spiders. After doing so, take the other path that leads to the left and exit through the metal sewer door.

Waterfall Room

This should take you to the Waterfall Room, which contains two more Giant Spiders. Run past them and climb up the ledge to the next room, which is Bridge Room F1.

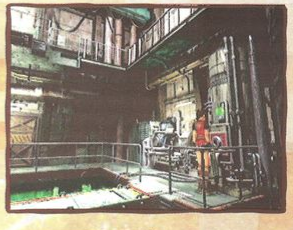


THE POISON IS SETTING IN

If a spider injects you with poison, use the Blue Herbs as a cure. There's an unlimited supply, so don't worry about wasting them.

Annette Wilkin makes an appearance and explains what has happened to her husband, William, and why he's after Sherry. When she leaves, walk toward the Oil Pressure Data Transmitter and use the Valve Handle on it to lower the bridge. Walk across the bridge and pick up the two **Green Herbs [I5]**. There is also a case of **Flame Rounds [I5]** and an **Ink Ribbon [I5]** near the Typewriter.



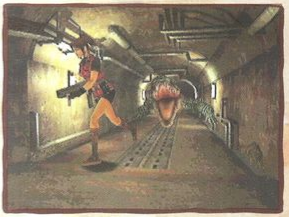


ONE MORE THING TO DO

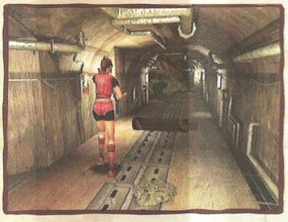
Before proceeding to the Alligator Tunnel, use the Valve Handle on the other Oil Pressure Data Transmitter. This raises the bridge back up to the higher level.

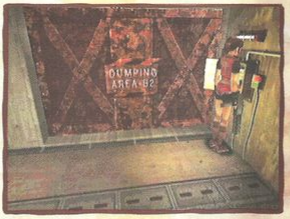
Alligator Tunnel

Run to the end of the Alligator Tunnel until you see Sherry, who's out cold. Suddenly, a Giant Alligator leaps out of the water and attacks.



The easiest way to defeat the Alligator is to run back toward the door where you entered and find the control panel on the left side of the tunnel. Activating it drops a gas cylinder to the ground. Take a few steps back and wait for the Alligator. When it reaches the cylinder, it will pick it up in its mouth. When this happens, quickly fire off two shots at the cylinder, causing it to explode. This should blow off the Alligator's head.





Now return to the end of the tunnel and activate the electric lock on the wall to open the door. Enter the Garbage Room and pick up the hidden **Ink Ribbon [I7]**, located on the right side of the room. The **Wolf Medal [I7]** is positioned in the back-right corner of the room.

With those items in your possession, speak to Sherry. This causes her to awaken, but she doesn't seem to be herself. Leave the room via the back ladder, and re-enter the Bridge Room 2F. Follow the metal walkway up to the small room with the corpse. Pick up the **Eagle Medal [H4]** and the **File: "Sewer Manager Diary" [H4]**, then exit to the Waterfall Room.

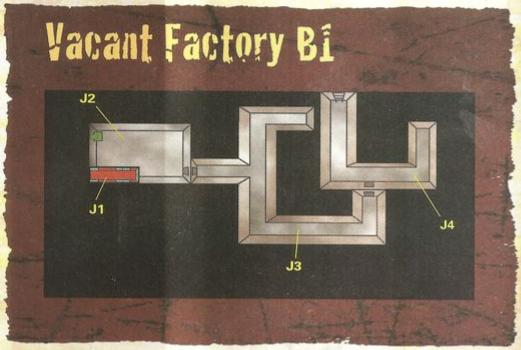


Stopping the Waterfall

There's a Clearance Identification Device on the right side of the room, next to the waterfall. Insert the Wolf Medal and the Eagle Medal into the device to shut off the waterfall. This also completely drains the water from the sewage area, creating access to the Wooden Catwalk.



There is nothing of interest here, so continue toward Sky Tram Room 1. Walk over to the ride side of the Tram, and activate the Power Console. This enables you to enter the Tram through the doors on the left side.



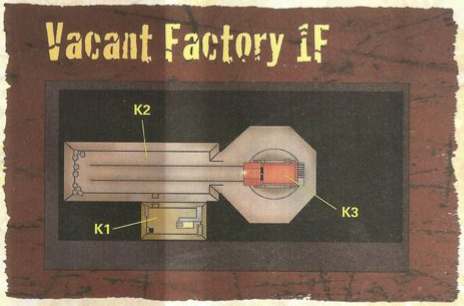
Ride the Tram to Sky Tram Room 2. To the left is a **Flare Gun**; activate it with the Lighter. This launches a Flare that illuminates the room and reveals the location of the **Weapon Box Key [J2]**. Pick up the key, and exit to the room titled Y-Shaped Branch 1.



There are some Zombies here, so be patient and walk slowly around the corners of the room. Proceed to the end of left branch to find the **Spark Shot [J3]**. The right branch has a door that leads to the second Y-Shaped Branch room and more Zombies.



At the end of this room's right branch, locate two **Green Herbs [J4]**. There's a ladder leading up to the Factory Save Room at the end of the left branch. This is situated on the first floor of the Vacant Factory.



Search the back-left corner of this Save Room to find some **Flame Rounds [K1]** and **Grenade Rounds [K1]**. Also, there's a **First Aid Spray [K1]** in the cabinet to the left of the door. Make sure you save your game, because another major battle is almost upon you.



Transport Room 1



In the back of this area, next to the fallen barrels, search for a hidden box of **Handgun Bullets [K2]**. There is also a **Map to the Factory Area [K2]** hanging on the wall to the left of the door. Grab it and enter the Transport at the far end of the room. Run to the back of it and get the **Control Panel Key [K3]**, then go back outside to use the key on the Control Panel. This lowers the Transport to Laboratory B4, Transport Room 2.

On the way down, Sherry loses consciousness again. Exit through the door. As you walk around the Transport, the mutated form of William Birkin appears and jumps down to attack.

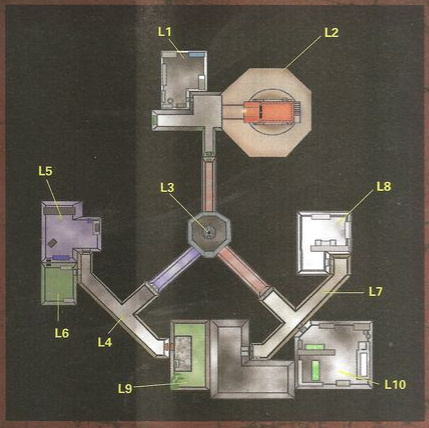
BOSS FIGHT

William Birkin



The best weapons to use against Birkin are the Flame Rounds or the Grenade Rounds. Always stay a safe distance from him, because his claws can cause significant damage. After defeating him, re-enter the Transport.

Laboratory B4

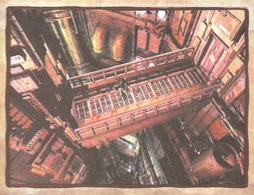


When you first reach this area, Claire carries Sherry to the nearby Security Room.

Security Room

You can find a **Green Herb [L1]** at the top of the refrigerator, near the Sherry's cot. There are also some **Flame Rounds [L1]** in the lockers at the far end of the room. To the left of the lockers, on the table, look for some **Acid Rounds [L1]**.





On the other side of the room, near the door, you can find an **Ink Ribbon [L1]** near the typewriter. Now it's time to fully explore the Umbrella Laboratories to find a cure for Sherry. Exit the Security Room and head to the far left hallway. This leads to the Main Shaft, which houses the main Breaker System for the whole building.

Follow the passageway with the red-colored guide lights into the left passage. Enter the door at the very end of the room.

ZOMBIE ATTACK!

When you return to Transport Room 2, a group of skinless Zombies will be waiting for you!

Tentacle Room



Beyond the door is the Tentacle Room, appropriately named because of its protruding tentacles. Fire a Flame Round into the shaft to eradicate the tentacles. There is a quiver of **Bow Gun Bolts [L5]** in the locker to the right of the door. The **File: "Lab Security Manual" [L5]** is to the right of the flickering computer monitor.

Use the computer to turn on the "Anti-B.O.W. Sprinkler System." Search the couch to the left of the beds to find a **File: "User Registration" [L5].** There are also some **Blue Herbs [L5]** at the side of the beds (use them as many times as needed; remember, though, that you can't take them with you). When you're ready, climb through the ventilation shaft that the tentacles used to occupy.

Tentacle Room 2

There are a couple of Lickers inside this room when you enter it via the ventilation shaft. It takes two grenades to kill each one. There are two cases of **Grenade Rounds [L6]** in the metal closet near the back of the room. On your way out the door, grab the **Ink Ribbon [L6]** on the table. You should now be back in the left passage. Follow it back to the Main Shaft Room, then take the passageway with the blue-colored lights. This leads to the right passage. At the far back of this passage, enter the Cold Room.





Cold Room

There is a **Fuse Case [L8]** on a small shelf in the back corner of the room. Use it on the middle computer terminal to the right of the shelf where you found it. This makes it turn into the **Main Fuse**, which can be used on the Breaker System in the Main Shaft.



NEED MORE HEALTH?

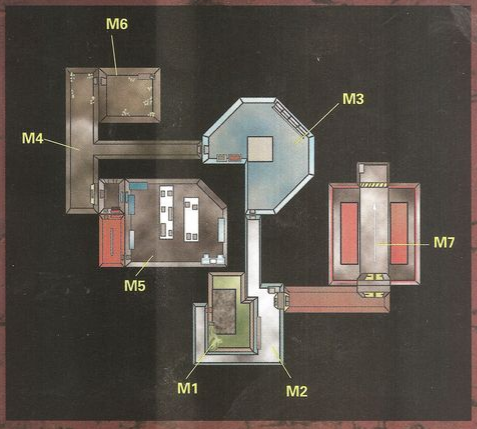
Don't forget to grab the hidden **First Aid Spray [L8]** from the shelves opposite the computer terminal.





Now return to the Main Shaft to use the Main Fuse. This restores power to several of the electronic doors in the building, one of which is located in the left passage. Go there now and activate the shutter door by using the switch on the wall next to it. Behind the door are two "plant creatures," which are susceptible to Flame Rounds. Also, there is a doorway leading to the room that contains the ladder to B5. Head through that doorway and eradicate the single "plant creature" there, then take the ladder down to Laboratory B5.

Laboratory B5



Evacuation Gate Room

When you enter the Evacuation Gate Room from the ladder, you will come face-to-face with some Lickers. One drops down from the ceiling, so be prepared. Just be patient and let them have it with the Flame Rounds.

There are three **Green Herbs [M2]** on the floor in the wide part of the room. Pick them up, then go through the other open door to the Control Center. The **Map to the Lab area [M2]** is on the far left of the main control panel, below the video screens. There is also an **Item Box [M2]** here, if you need it. Continue to the area outside the Giant Moth Room, and enter the big metal doors that lead to the P-4 Laboratory.



P-4 Laboratory

FREE ROAMING

Because the doors between each section are activated by motion sensors, the Zombies in this room can freely walk from section to section.

This is actually one big room split into three different sections. In the first part of the room, open the locker using the Weapon Locker Key. Inside you'll find two cases of **Grenade Rounds [M5]**. In the big section of this room, look for the **Lab Card Key [M5]**, which is shining on the white table at the back of the area.



REMEMBER THIS LOCATION

Take a good look at the Vaccine Synthesis Machine in the back corner of the room. You will need to use it later in the game.

That's it for this room, so return to the area outside the Giant Moth Room. Upon doing so, Annette and William make another appearance. After the cut-scene, enter the same hallway that Annette ran to to get a **File: "Vaccine Synthesis" [M4]**. This explains how to make the Antigen that should heal Sherry. The evacuation alert siren signals that everything must be done quickly. Head for the Giant Moth Room.





Giant Moth Room



Use the Lab Card Key on the security panel outside the entrance to gain access to this room. Make sure you have some Flame Rounds to deal with the Giant Moth hanging on the wall.

Also, blast the nasty critters off the nearby computer and enter the user name "**GUEST**" to login. The computer then registers your fingerprint image. Head back outside and climb the outside ladder up to the Laboratory B4 level. While walking past the bank of monitors in the Control Room, you will spot Leon in one of them.

Back to Laboratory B4

Head for the right passage and open the shutter door. This reveals another door, but don't worry about it right now. Using the Lab Card Key, enter the door to the immediate left of the shutter door and make quick work of the Zombies. Search the hospital bed to the left of the door to find the **Vaccine Cartridge [L10]**. Now turn on the light switch next to some gas cylinders. Use the Vaccine Cartridge on the big V.A.M. machine in the center of the room. Next, walk up to the V.A.M. System Controller at the back and activate it.



This turns the Vaccine Cartridge into a Base Vaccine, which you can pick up. Also, grab the **MO Disk [L10]** next to the V.A.M. System Controller. Finally, on your way out of this room, grab the case of **Grenade Rounds [L10]** located on the shelf to the left of the door.





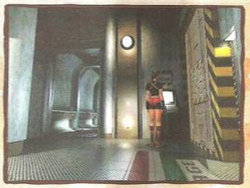
There is only one step remaining to complete the vaccine needed to cure Sherry. Return to the P-4 Laboratory, located in the area outside the Giant Moth Room, and use the Base Vaccine on the Vaccine Synthesis Machine there. You should now have the complete Vaccine.

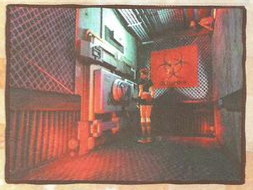
MORE ENEMIES

The second time you run through the Evacuation Gate Room on the Laboratory B5 level, there will be additional skinless Zombies to impede your progress, as well as one more Licker. Try to run past them if possible.

Evacuation

With Sherry's cure in hand, evacuate the Umbrella Laboratories. Run to the Evacuation Gate Room, which is past the Control Center, and use the MO Disk on the Control Panel, which is near the huge door. Now follow the pathway behind this door, and enter the Transport Elevator Room.





SAVE YOUR GAME!
If you haven't saved recently, then use the Typewriter located in the Control Center to do so.

Transport Elevator Room

When you first enter this room, a timer starts counting down from five minutes. Hit the button to the right of the platform elevator to activate the Transport Elevator. However, this causes a mutated William Birkin to drop from the ceiling. You must fight him while you wait for the elevator to arrive.



BOSS FIGHT

William Birkin







Birkin has two different forms, but the first form is fairly easy to destroy. His second form is much tougher, because he can jump around and move much more quickly. Just stay a safe distance away from him, and let him have it with some Fire and Grenade Rounds. If you run out of that kind of ammo, resort to using the Spark Shot. With some patience and good reflexes, you can defeat him easily before the timer runs out.



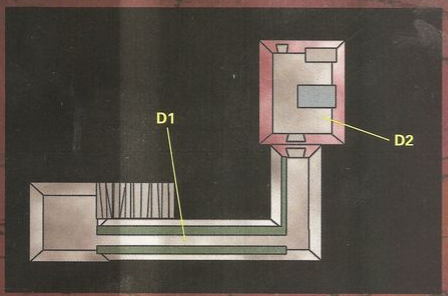
As soon as William is destroyed, the elevator arrives and takes you down to the Escape Train. Run forward to trigger the final cut-scene. Congratulations, you have now finished Claire's "A" game.

Leon's B Walkthrough

DON'T FORGET!

This walkthrough was written using the Normal difficulty setting. All of the major items listed in this walkthrough have an abbreviation next to them that corresponds to a specific map and room. For example, **Ink Ribbon [B1]** means that this particular Ink Ribbon can be found in Room 1 of Map B.

City Area, Part 2





You start Leon's "B" game on the right side of the wrecked police car. Head to your right, pass the seven zombies, and go through the metal gate. You find yourself at the back of the police station, where some zombies are waiting. Walk past them and get the Cabin Key in the small office to the right. Continue to the left and use the Cabin Key on the left door to gain access to the Small Work Area.



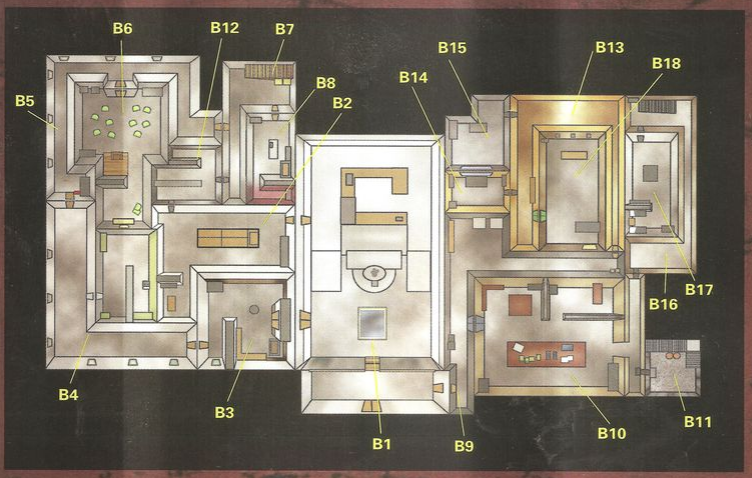


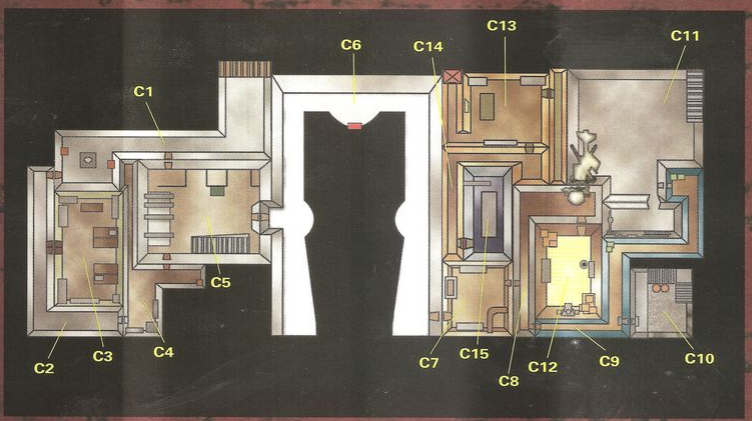
Small Work Area

On the left table are a box of **Handgun Bullets [D2]**, an **Ink Ribbon [D2]**, and a Typewriter. As you explore this area, you hear some Zombies crashing through something. If you try to exit through the door where you just entered, two Zombies attack you during the loading screen. Even if you kill the Zombies, you can't exit through that door, so don't even bother opening it. Just go through the opposite door, run past the Zombies, and climb up the nearby stairway. You now find yourself on the Helicopter Rooftop.



Police Station





Helicopter Rooftop

Just like in the first game, you need to extinguish the burning helicopter, so your first task is to find the Valve Handle. Enter the metal doorway to the left of the helicopter and make your way through the Bird Hallway. Just don't forget to pick up the **Green Herb [C9]** near the door that you just entered. There are eight birds waiting for you near the end of the hallway, so be prepared. After you've killed them, search the dead body for a box of **Handgun Bullets [C9]**. Go through the next door you see, which leads to the East Stairway 2F, and pick up the **Green Herb [C10]**. Now, head downstairs and enter the Fan Room. There are two more **Green Herbs [B11]** here if you want to pick them up.



Fan Room





Search the body on the ground for a box of **Handgun Bullets [B10]**, and get ready to kill some Zombies. The **Valve Handle [B10]** is on the right side of the room. There's another box of **Handgun Bullets [B10]** in the left office, as well as another **Green Herb [B10]** behind the desk. The safe here uses the same combination found in game "A", which is **2236**. Inside the safe are a case of **Shotgun Shells [B10]** and the **Map to the Police Station [B10]**. Back out in the main part of the room, there's an **Ink Ribbon [B10]** on the desk underneath the first fan.

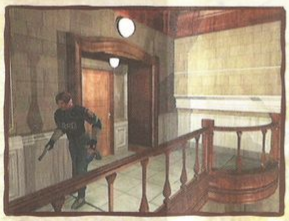
That's it for this room right now, so go back to the staircase and make your way to the Bird Hallway. Don't go to the Helicopter Rooftop, though. You need to find a better weapon first, so follow the Bird Hallway to its end and enter the Helicopter Hallway. There are two Lickers here, so be prepared. If you're fast enough, you can simply run to the first door you see without getting hurt. This door leads to the Waiting Room.

Waiting Room



Here you find a Typewriter, an **Ink Ribbon [C7]**, a box of **Handgun Bullets [C7]**, the **File: Secretary's Diary A [C7]**, and an Item Box. Make sure you don't miss any of the items, and then go through the other door in this room.

Hallway 2F





This is the second floor hallway and is home to a group of Zombies. Run to the ladder, lower it, and then take on the Zombies. As soon as they're dead, run to the far end of the hallway and grab the **Unicorn Medal [C6]** off the wall. Proceed back to the ladder and climb down into the main hall of the Police Station.

Main Hall



Use the Unicorn Medal on the big statue to receive the **Precinct (Spade) Key [B1]**, then get the **Shotgun [B1]** and the **Ink Ribbon [B1]**. Now it's time to extinguish the flaming helicopter on the roof, so make your way back there.

Helicopter Rooftop





Use the Valve Handle on the water pressure valve to the left of the door. This extinguishes the fire. Search through the steam for a case of **Shotgun Shells [C11]**. As soon as you try to re-enter the Bird Hallway, there's a cut-scene showing the Tyrant. He drops down into the Bird Hallway, so you need to run past him or try your best to kill him. If you do mange to put him down, search the corpse for a box of **Handgun Bullets [C9]**. Of course, as in any horror film, he's not actually dead and shows up later on in the game.

Follow the Bird Hallway to its end and enter the Helicopter Hallway. Walk past the helicopter cockpit and enter the right door. This is the Red Jewels Statue Room.

Red Jewels Statue Room





You can't solve this puzzle right now because you don't have the two Red Jewels, so just grab the **Blue Card Key [C12]** near the left statue. As you attempt to leave this room, a Licker drops down through the skylight. Take him out with two Shotgun blasts. Speaking of the Shotgun, there's actually a case of **Shotgun Shells [C12]** near the wooden boxes on the left. Now return all the way back to the Main Hall and use the Blue Card Key on the computer. This opens two of the locked side doors on that floor and the double doors on the second floor. Enter the first door to the left of the main entrance, which leads to Reception Area 1.

Reception Area 1



You find three Zombies here, as well as the **File: "Police Memorandum" [B3]** (which shows the safe combination). Use the Small Key on the locked drawer at the back corner of the room to get a case of **Shotgun Shells [B3]**. Exit through the back door and make your way through Circuit Box Hall 1. There's a **Green Herb [B4]** at the end of this hallway, but enter that first door using the Precinct (Spade) Key. This is the Messy File Room.

Messy File Room



To the left of the copy machine is the **File: "Patrol Report" [B12]**, and there's an **Ink Ribbon [B12]** in the cabinet to the right of the door. Just as in game "A," push the stepladder up against the back cabinet. This time, though, there's a **First Aid Spray [B12]** on top instead of the Crank. Exit this room and follow the hallway to the next door. Welcome to the Hallway with Boarded Windows.

Hallway with Boarded Windows



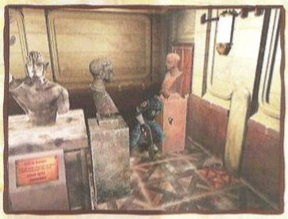
As you travel through this hallway, two Zombies bust through the windows. Make quick work of them and then enter the double doors. You're now in the Briefing Room. On the table to the right of the podium is the **File: "Operation Report 1" [B6]**. Go to the back area of the room and use your lighter on the fireplace to get the first **Red Jewel [B6]**. There's also a box of **Handgun Bullets [B6]** at the back of this room.

Now it's time to go back out to the boarded-up hallway and follow it into the next area, which contains a staircase. Grab the two **Green Herbs [B7]** in front of the door to the Dark Room, and then enter the door directly parallel to the staircase.

Dark Room

There's an **Ink Ribbon [B8]** on the file cabinet to the left of the Typewriter. The **File: "Operation Report 2" [B8]** can be found right behind the Typewriter. You can use the back section of this room to develop any rolls of film that you find in the game. There's also a metal locker to the left of the door with a costume change and another secret weapon. To find out how to get the key for the locker, see the "Secrets and Bonuses" chapter.

Sliding Statue Room



After you're done here, exit the room and walk up the nearby staircase. Follow the hallway until you see a room with three statues in it. To solve this simple puzzle, just push the right gray statue on top of the left pressure plate, and push the left brown statue on top of the right pressure plate. You can tell if they're in position by the distinct clicking sound. When both of the little statues are positioned correctly, the center statue drops a fist-sized **Red Jewel [C1]**. Grab it and exit through the nearby door.

Hallway to the S.T.A.R.S. Office



Enter the S.T.A.R.S. Office, which is the first door you see. Walk over to Chris's desk and get **File: "Chris's Diary" [C3]**. There's also a **Magnum [C3]** in the metal locker to the left side of the door.

Reception Area 3

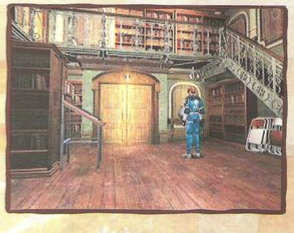


Continue forward through the next door to the Reception Area 3, where Sherry is. She runs away from you, and you follow her automatically. Near the opening that she crawls through, you can get the **Precinct (Diamond) Key [C4]**. Also in that area, grab the case of **Shotgun Shells [C4]** near the open closet. As you enter the main part of the room again, another cut-scene takes place and Claire shows up. After the sequence ends, go through the other door in the room to the Library.

A RETURN VISIT IS NEEDED

There's a locked drawer here that you can't open right now, so you have to come back to this room later.

Library



Walk up the staircase and follow the balcony around to the left. Eventually, you fall through the balcony to the floor below. Here you find two things: a box on the wall, and a Power Switch that opens a secret pathway back to the main area of the room. Walk through the pathway and activate the panel on the left-most bookcase. This allows you to move the bookcase to the left or right. Move it and the next bookcase over to the right. This opens the box on the wall in the secret area and reveals the **Bishop Plug [C5]**. Grab it, and then exit through the big main doors on the other side of the room.

Run all the way across the Main Hallway Ledge 2F and go back to the Red Jewel Statues Room. You now have both Red Jewels, so use them on the two side statues to get the **King Plug [C9]**.





After making sure that you have the Precinct (Diamond) Key on you, travel back to the west (left) side of the building and go down the staircase to the first floor. Walk to the back of the right hallway (not the one with the Dark Room in it) and enter the Locker Room.

PREPARE TO FIGHT

When you arrive at the bottom of the stairs, more Zombies are waiting.

Locker Room



There's a case of **Shotgun Shells [B12]** in a locker on the side of the locker wall facing the door you entered through. On the other side of the wall of lockers, there's a drawer with the **Film B [B12]** inside.

Room with Lots of Desks



Exit through the other door to the Room with Lots of Desks. There are four Zombies here, so be ready with your gun. Pick up the nearby **Green Herb [B2]**, then pick up the **Precinct (Heart) Key [B2]** off the desk in the office area. On the desk in front of the two big lockers on the other side of the room, you can get the **File: "Memo to Leon" [B2]**. On the counter to the right of the lockers is the second **Small Key [B2]**. This opens up the drawer in Reception Area 3, which contains the **Handgun Parts [B9]**. There's also a box of **Handgun Bullets [B2]** in one of those two lockers. That's it for this room, so exit to the Main Hall via the front door.

EASY ACCESS

Once you exit to the Main Hall, the front door remains unlocked so you can come and go freely.

Brown Boarded-Up Hallway





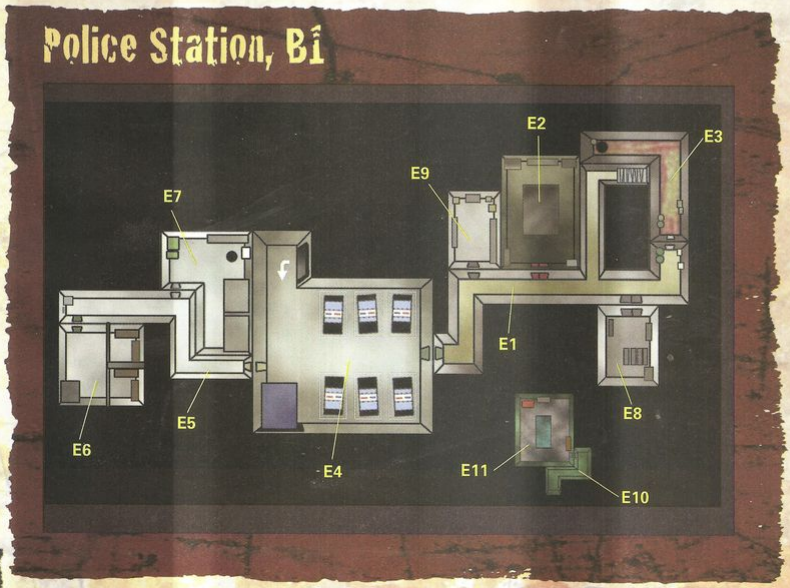
Now, go through the front right door to Reception Area 2. There are six Zombies here, so be prepared. Pick up the **Green Herb [B9]** to the left of the vending machines, and go through the door at the back of the room. This takes you to the Brown Boarded-Up Hallway, where there's a **Red Herb [B13]**. Follow the hallway to the very end and enter the back door on the right side. This is the Interrogation View Room. As you walk forward, a Licker drops down from the ceiling. As usual, a couple of Shotgun Rounds end its life. Unfortunately, the only thing useful in this room is a box of **Handgun Bullets [B14]** on the wooden shelves.

Interrogation Room



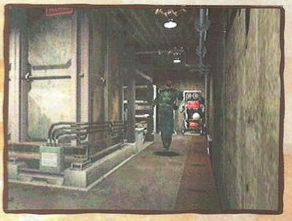
Go back out to the hallway and then enter the gray door to your right. The Precinct (Diamond) Key is needed to unlock this door. Inside is a **First Aid Spray [B15]** and the **Rook Plug [B15]**. Be careful! As soon as you pick up the First Aid Spray, a Licker bursts through the two-way mirror and lands in front of you. Try to run past him, if you can.

That's it for the main floors right now, so it's time to head for the first section of the basement level. Leave this area and enter the Fan Room again, but be prepared for the four Zombies that are now there. This time, exit through the back locked door. You need the Precinct (Heart) Key to unlock it. You're now in the Circuit Box Hall 2. There are five Zombies here just aching for a Shotgun sandwich. Give them a taste, pick up the **Green Herb [B16]**, and then head downstairs to Police Station B1.



Go through this Main Tunnel to the T intersection and kill the five Zombies. The best strategy is to keep all the Zombies in front of you at all times. Now, head right and go through the big doors into the Power Room.

Power Room



There's a **Green Herb [E2]** to your immediate left and a box of **Handgun Bullets [E2]** to your right. Run around the center machinery and pick up the **Map to Police Station B1 [E2]**. Then, walk over to the Reserve Power Control Panel and set the switches to the following positions: up, down, up, down, up. This powers up the card reader outside of the Armory.

Go through the dirty metal door to the Outer Path. You find a **Red Herb [E3]** on the ground a few steps from the door. When you walk forward along the path, you're jumped by two more dogs, one from behind you and another from the front. The best thing to do is to run to the end of the path and climb down the manhole there. When you climb back up to this room, both dogs are in front of you, making it easier to shoot them.

Under Construction Passageway



At the bottom of the manhole is the Under Construction Passageway. Enter the door to the left and save your game. There's nothing else to do in this section as Leon. If you were playing as Claire, you would have to spend a bit more time down here. Just return to the Main Tunnel of Police Station B1.

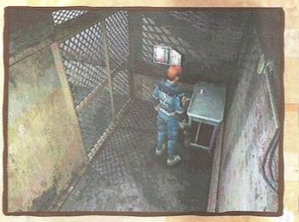


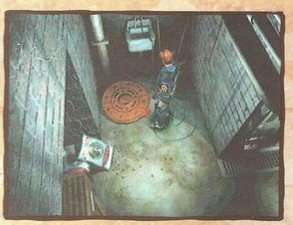
Return to Police Station B1

Now it's time to enter the Parking Garage at the opposite end of the Main Tunnel. When you enter this room, you meet Ada Wong. After the brief cinematic occurs, help her push the S.W.A.T. van out of the way. You can now access the Cell Block Entrance Hallway.

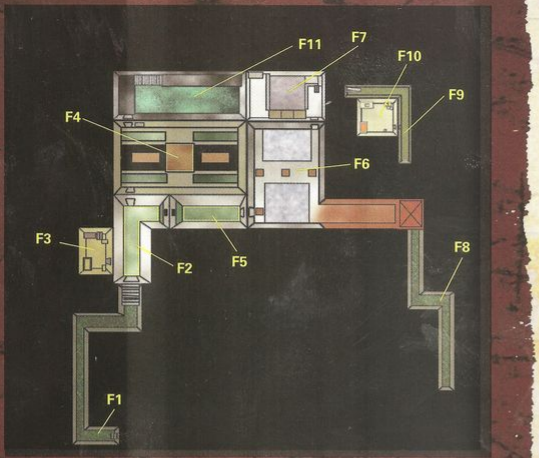
Cell Block Entrance Hallway

At the end of this hall, just in front of the metal gate, is a table with a roll of film on it. Enter the actual Cell Block through the metal gate. You find a **Green Herb [E6]** and a **Blue Herb [E6]** in the first empty cell. Talk to Ben in the last cell. Outside his cell is a shelf with a **Manhole Opener [E6]** on it. Grab it and enter the other door in the Cell Block Entrance Hallway. This leads to the Kennel. When you walk past both of the locked-up dogs and pick up the **Red Herb [E7]** at the end of the hall, the dogs break loose and come after you. To avoid getting stuck in a dangerous situation, shoot the second dog through its cage before you get the Herb. Just don't kill the dog in the first cell yet. Pick up the Herb and he busts free. Kill him, and then go into his cell to find a **Blue Herb [E7]**. Lastly, use the Manhole Opener to get access to the sewers.





Sewage Disposal



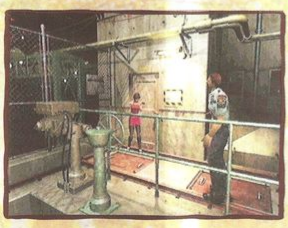






After you climb down the ladder, run past the two Giant Spiders that hang out in this tunnel. You can shoot them if you want, but try to save your ammo if you can. Climb up the stairs at the end of the tunnel, and enter the Storeroom L to the left of the Hallway. There's a **Blue Herb [F3]** here, as well as an Item Box, an **Ink Ribbon [F3]**, and a Typewriter. Save your game. Enter the big metal door to the left of the storeroom, then exit that room, and you should meet Ada again. You lift her up to a ventilation shaft, and she crawls through to the Cesspool room. Then you can take control of her. The moment that you land in the Cesspool, you see Sherry running off. She accidentally drops her necklace, which contains a vial of the G-Virus.

Catwalk

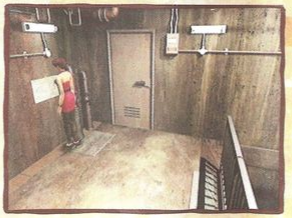


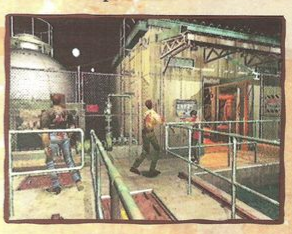
Exit the Cesspool room to the Catwalk. There are four Zombies here, but you should be able to run past them if you're careful. Enter the door on the left, which takes you to the Crate Puzzle room.



Crate Puzzle Room

Walk down the stairs to the empty pool area, and you find three wooden crates. Push the left single crate against the back wall, then climb over the two crates to the right and push the center one flush against the side of the left one. Climb back over the crates and push the final right crate against the wall. All three crates should be in a straight line now. Climb back up to the stairs and activate the sewage control panel, which floods the pool area. The crates then rise, allowing you to walk over to the other section of the room to get the **Precinct (Club) Key [F7]**. Once you have the key, exit the room, but don't forget to pick up the **Sewage Disposal Map [F7]** on the way out. It's hanging on the wall, right near the door.



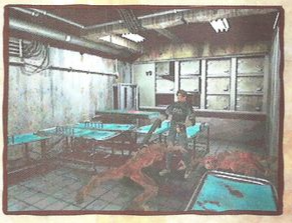


Go back out to the Catwalk and run straight ahead to the open doorway. Ride the elevator down to the Dead-End area, and grab the case of **Shotgun Shells [F8]** lying on the floor. Then ride the elevator back up to the Catwalk and return to the Cesspool room. After the cut-scene, you're in control of Leon once again. The area blocked by the helicopter in the Helicopter Hallway is now accessible because of Claire's help. That's it for this section right now, so return to the Main Tunnel of Police Station B1. Pick up the Shotgun Shells and the Precinct (Club) Key before you go.



Return to Main Tunnel of Police Station B1





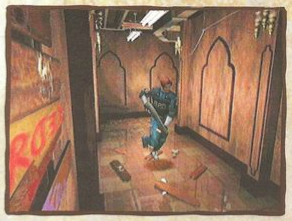
There are now two dogs waiting for you in the Garage, so be careful as you run through this area. There are also two more Zombies in the Main Tunnel that you have to deal with. After you've disposed of them, use the Precinct (Club) Key to enter the Autopsy Room. There's a **Red Card Key [E8]** in a locker to the far left of the room. Watch out, though. As soon as you enter the room, two Lickers drop down and attack you! Hopefully you have some spare Acid Rounds, because there's no easy way to run away. Now that you have the Red Card Key, head for the Armory. It's the door with the Card Reader beside it.

Armory

When you enter the room, you see some **Magnum Bullets [E9]** and a box of **Handgun Bullets [E9]** on the left. Farther forward is another box of **Handgun Bullets [E9]**. There's a **Sub Machinegun [E9]** and a **Side Pack [E9]** in the left locker at the end of the room. These are two of the better items to be found in the Police Station. Make sure to pick up everything, and then head back up the stairs to the Circuit Box Hall 2.



Return to the Police Station



Behind the stairs is a door that you now need to enter. Inside are some living quarters. You need to use the Precinct (Club) Key to enter. In the back sleeping area, you can get some **Magnum Bullets [B17]** and the **File: "Watchman's Diary" [B17]**. In the lockers at the front area of the room, you find a case of **Shotgun Bullets [B17]**.

Exit the room and then make your way to the Brown Boarded-Up Hallway again, where the interrogation rooms were. Enter the green door at the back of the hallway by using the Precinct (Club) Key. Welcome to the Press Room.

Press Room

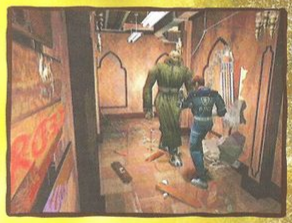
Walk to the back area of the room, where the furnace is. Ignite the furnace with the Lighter and then turn on the three wall statues in this order: 12, 13, 11. A **Golden Cogwheel [B18]** drops from the wall painting.

BOSS FIGHT

Tyrant

Be prepared! When you walk over to get the Cogwheel, the Tyrant busts through the wall and attacks you. Have your Acid Rounds ready, and hit him with four of them. If you try to run away from him and exit the room, he busts through another wall to get you. In fact, even if you do kill him in this room, he still busts through the other wall and attacks you in the Brown Boarded-Up Hallway. You should try to kill him both times only if you have a decent supply of ammo. Search his corpse for another box of **Handgun Bullets** and/or a case of **Shotgun Shells [B18 and/or B13]**. Now it's off to the Helicopter Hallway on the second floor.





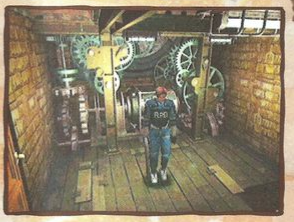
Back to the Helicopter Hallway

Remember the room that was previously blocked by the helicopter wreckage? Well, Claire has cleared the way, so you now have access to Chief Irons' Office. In the office, pick up the **File: "Chief's Diary" [C13]** and exit through the second door in the room. You should now be in a long hallway, so follow it to the end and enter the Art Display Room.

Art Display Room

In the back area of this room is the **Crank [C15]**. It's in the chest to the left of the fireplace. There's also the **File: "Secretary's Diary B" [C15]** on the right side of the fireplace. Now it's time to go to the Gear Room, which is on the third floor of the Police Station. As you run through the Hallway from Irons' Office, the Tyrant appears once again. Put him down and you are rewarded with some **Magnum Bullets [C14]**.

Gear Room



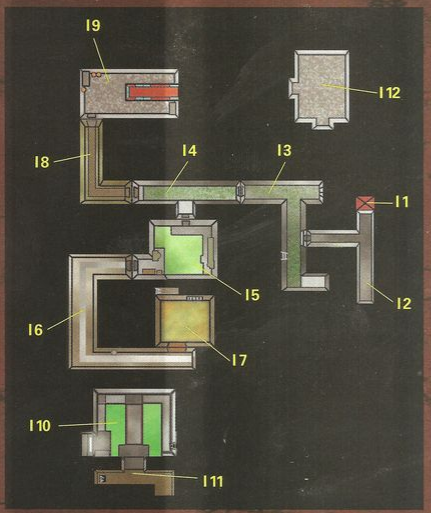
Go to the second floor library by climbing the ladder from the Main Hall. There's a Licker here, so don't be surprised. Climb up the library staircase and enter the room at the top. This takes you to the Main Hallway Ledge 3F, with the entrance to the Gear Room. Go into the Gear Room and use the Crank on the square opening in the wall. This lowers a wooden staircase, which you can take to the attic area. Use the Golden Cogwheel on the machinery there, and a door opens up to the right of you. You find the **Knight Plug [G3]** there, as well as an old dust chute.

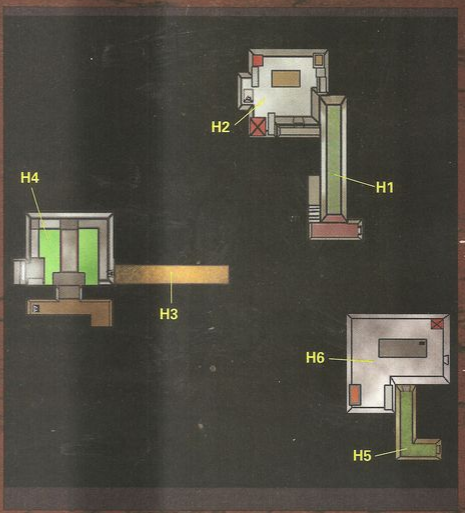
Slide down the chute, which takes you back to the Cell Block Entrance Hallway. After another cut-scene, proceed to the Cell Block and get the **File: "Mail to the Chief" [E6]** from him. That's it for the Police Station, so proceed back to the Kennel and exit through the manhole. Remember the room that you entered and then exited to meet up with Ada? That was the H-Shaped Room. Go there now, but be sure that you've saved your game. You have to fight a mutated form of William Birkin!

H-Shaped Room

As you enter this room, William Birkin attacks you with his pipe. The best thing to do is to run over to the left corner, because the overhead pipes protect you from a majority of his attacks. Keep blasting him with the Shotgun, and eventually he falls over the edge. Then walk over to the control panel on the other side of the room and insert the four Chess plugs that you've gathered. This unlocks the door leading to the Stairs to Sewer B1. Ada drops down from the ceiling and accompanies you. Go through the big metal doorway and make your way to Control Room 2.

Going to Sewer B2





Control Room 2

On the large table is the **File: "Sewer Manager Fax" [H2]**. In the lockers to the left of the elevator is a **First Aid Spray [H2]**. There's also an **Ink Ribbon [H2]** right next to the Typewriter. Once you have everything the room has to offer, push the lockers on the left wall to reveal a secret door. Open it and climb down the ladder to the Secret Warehouse.

Secret Warehouse

Since this room is pitch-black, the first thing you need to do is illuminate it. Walk to your right until you can see the first lantern. Light it with your lighter, and you should be able to see a sparkling item on the left shelf. Grab it, and then follow the shelf around to the other side of the room. There's another lantern here, on the far left, so light that one now. There's a case of **Shotgun Shells [I12]** on the metal shelves to the right of this light. That's it for this room, so climb back up the ladder and ride the elevator down to the Elevator Hallway.



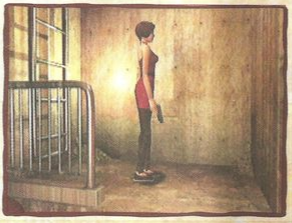


After the next cut-scene, you gain control of Ada again. Follow Annette into the Passage to Giant Fan.

Passage to Giant Fan

There are two Giant Spiders here, so be extremely careful. They're quite fast and can spit venom at you. Walk left to the ladder, and climb up into the Bug-Infested Fan Tunnel. You need to run as fast as you can through this tunnel or the bugs swarm and attack you. On the other side is Bridge Room 2F. Walk forward to trigger another cut-scene. After it ends, continue walking forward and climb down the ladder leading to the Garbage Room. You then regain control of Leon.





Run through the Elevator Hallway and head to the Passage to Giant Fan. Go to the left, past the ladder, to the other ledge.

BLOCKED ENTRY

You can't enter the Bug-Infested Fan Tunnel because the ventilation fan is spinning too fast.

Pick up the third **Small Key [I3]** and the **Wolf Medal [I3]**, then do your best to kill those spiders. Remember that other elevator in the Elevator Hallway? Well, that's the way Claire comes down when you play as her. Ride that elevator up to the other Control Room.

Control Room 1

On the large table is a box of **Handgun Bullets [H6]**. There's also an **Ink Ribbon [H6]** right next to the Typewriter. Once you have everything in this room, use the Small Key to gain entrance to the lower Warehouse Room.



Warehouse Room



You can get some Magnum Bullets and a case of Shotgun Bullets down here. You might want to get rid of that pesky Zombie while you're at it. There's another door in this room, but it doesn't lead anywhere useful. Climb up the ladder and ride the elevator back down to the Elevator Hallway. Keep going until you reach the Passage to Giant Fan again. This time, however, go to your right and then make a left through the metal door.

Waterfall Room

You're now in the Waterfall Room, which contains two more Giant Spiders. Use the Magnum on them if you have it. Otherwise, run past them and quickly climb up the ledge to the next room, which is the Bridge Room F1. If you were poisoned, use the Blue Herbs here to cure yourself. They're unlimited, so you don't have to worry about wasting them.



Walk over to the Oil Pressure Data Transmitter, and use the Valve Handle on it to lower the bridge. Walk across the bridge and pick up the two **Green Herbs [I5]**. There's also a case of **Shotgun Shells [I5]** and an **Ink Ribbon [I5]** near the Typewriter. Before you leave the room to go to the Alligator Tunnel, use the Valve Handle on the other Oil Pressure Data Transmitter to raise the bridge back up to the higher level.

Alligator Tunnel

Once you make it to the Alligator Tunnel, run forward to the end of it. A Giant Alligator leaps out of the water and attacks you. Its bark is actually much worse than its bite, so here's the best way to beat him: Run back toward the door where you entered and find the control panel on the left side of the tunnel. Activate it and a gas cylinder drops to the ground. Take a few steps back and then wait for the Alligator. When it picks up the cylinder in its mouth, quickly fire off two shots at the cylinder to blow off the top of the Alligator's head.





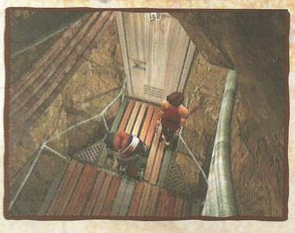
After that, run back to the end of the tunnel and activate the electric lock on the wall to open the door. Enter the Garbage Room and pick up the hidden **Ink Ribbon [I7]** on the right side of the room. Follow the metal walkway up to the small room with the corpse. Pick up the **Eagle Medal [H4]**, as well as the **File: "Sewer Manager Diary" [H4]**, and then exit to the Waterfall Room. You need to use the Valve Handle to slow down the giant fan. Then climb through the Ventilation Shaft to the other side and head back to the Waterfall Room.

Stopping the Waterfall

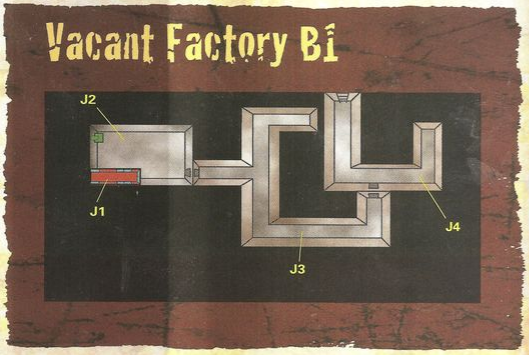
On the right side of the room, next to the waterfall, there's a Clearance Identification Device. Insert both the Wolf Medal and the Eagle Medal into the device to turn off the waterfall. Also, the water completely drains out of this sewage area. You now have access to the Wooden Catwalk.



There's nothing of interest here, so continue to Sky Tram Room 1. Walk over to the ride side of the Tram, and activate the Power Console. This calls the Tram back and allows you to enter it through the doors on the left side. As you ride the Tram to the next area, the Tyrant attacks you by punching through the ceiling. Dodge its claws and keep shooting until it goes away. You then arrive at the Vacant Factory.



Vacant Factory B1

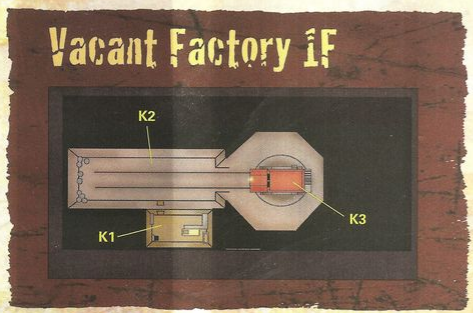


To your left is a Flare Gun, which you can activate with your Lighter. This launches a flare, illuminating the room and revealing the **Weapon Box Key [J2]**. Pick it up, and then exit to Y-Shaped Branch 1.

There are some Zombies here, so be patient and walk slowly around the corners of this room. Walk to the end of the left branch to find the **Shotgun Parts [J3]**. The right branch contains a door leading to the second Y-Shaped Branch room. There are four more Zombies here. At the end of this room's right branch, pick up a **Green Herb [J4]** and a **Blue Herb [J4]**. At the end of the left branch, there's a ladder leading up to the Factory Save Room, which is on the first floor of the Vacant Factory.

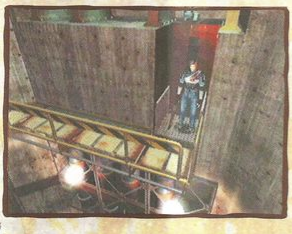


Vacant Factory 1F



In the back-left corner of this save room, you can get a case of **Shotgun Shells [K1]** and some **Magnum Bullets [K1]**. There's a **First Aid Spray [K1]** in the cabinet to the left of the door, and an **Ink Ribbon [K1]** is next to the Typewriter. Save your game.

Transport Room 1



In the back of this area, next to the fallen barrels, you can find a hidden box of **Handgun Bullets [K2]**. There's also a **Map to Factory Area [K2]** hanging on the wall to the left of the door. Grab it, and then ride the elevator down to the lower level. Walk along the metal walkway and enter the Engine Room.

Engine Room

Go to the back of this room and get the **Control Panel Key** from the top of the main control panel. To the left of the key is a monitor control panel. If you turn on the monitor, you see the Tyrant entering the room! However, if you leave the room without looking at the monitor, you skip the theatrics, but still run smack into him. As always, all it takes is a few Acid Rounds to end his charge. Search his corpse for a case of **Shotgun Shells**, then head back to the Factory Save Room and use the Control Panel Key on the control panel there. This calls back the Transport.

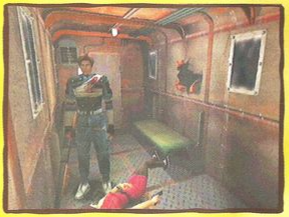


Transport

Activate the Transport Control Panel and the Transport starts to lower to Laboratory B4, Transport Room 2. On your way down, however, Ada is attacked and you must exit the moving Transport to see what's there.

BOSS FIGHT
William Birkin

As you walk around the Transport, the mutated form of William Birkin makes an appearance and attacks you. The best weapons to use against him are the Custom Shotgun or the Magnum. Always stay a safe distance from him, because his claws can do considerable damage. As soon as you defeat him, re-enter the Transport for another cinematic. The Transport then stops due to overheating problems and arrives at Transport Room 3.









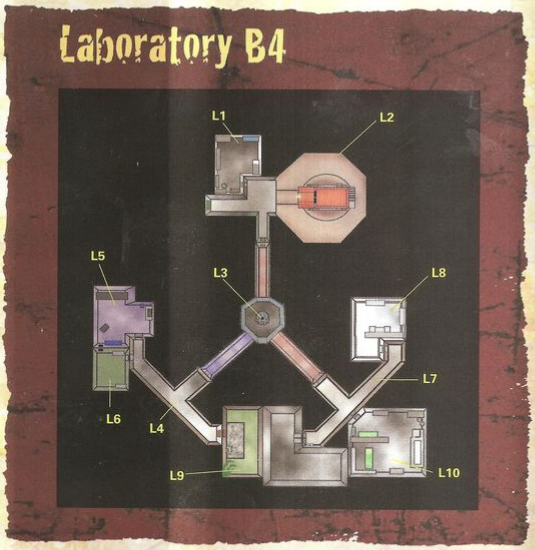
Walk to the front of the Transport and climb up to the ledge there. Enter the ventilation shaft in front of you. This drops you into another passageway. Of course, in a strange twist, the Transport then starts back up and carries Ada to the lower levels of the Laboratory.

Go to the left and enter Pump Room 1. There's an Item Box here, as well as a **Green Herb**, an elevator, and a strange-looking crate. Ride the elevator down to the lower area of the room and get the **File: "P-Epsilon Report"**, a case of **Shotgun Shells**, an **Ink Ribbon**, and a Typewriter. There's also another elevator down here that you need to use.

Power Room



As you enter the Power Room from the elevator, you see two Lickers just waiting for you. Kill them, and then go to the other end of the room. There's an elevator power switch that you need to activate. Then, go back up to Pump Room 1 and make your way back to the initial passageway where you landed. This time, head to the left and take the large elevator up to Transport Room 2. This is where you would normally arrive if you were playing the "A" games. Warning: There are five skinless Zombies here!



Head to the far-left hallway. It leads to the Main Shaft, which houses the main Breaker System for the whole building. Take the passageway with the red guide lights, and follow it into the Left Passage. There's a door at the very end of this room that you need to enter.

Tentacle Room

Inside is the Tentacle Room, so named because of the tentacles that protrude from the ventilation shaft. Get the **Flamethrower [L5]** from the metal closet, and use it on the tentacles. There's a **File "Lab Security Manual" [L5]** to the right of the flickering computer monitor. Use the computer to turn on the Anti-B.O.W. Sprinkler System. On the couch to the left of the beds, you can find a **Lab Card Key [L5]** and the **File: "User Registration" [L5]**. There are also some **Blue Herbs [L5]** next to the beds. You can use these as many times as necessary, but you can't take them with you. There's nothing else useful here, so climb through the ventilation shaft where the tentacles used to be.



Tentacle Room 2



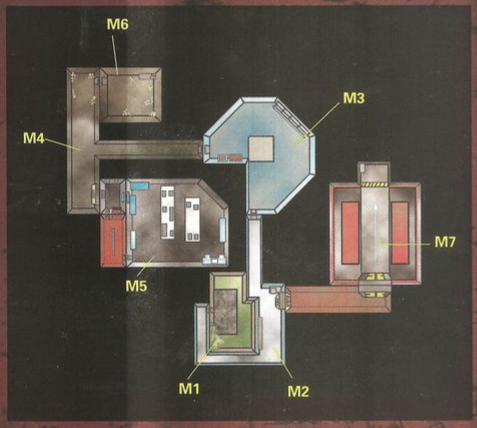
When you enter this room via the ventilation shaft, there are two Lickers here. Give them a taste of your Magnum. There are two cases of **Shotgun Bullets [L6]** in the metal closet to the back of the room. On your way out the door, grab the **Ink Ribbon [L6]** on the table. You now find yourself back in the Left Passage. Follow it back to the Main Shaft Room, and then take the passageway with the blue lights. This leads to the Right Passage. At the back of this passage, enter the Cold Room.

Cold Room

There's a **Fuse Case [L8]** on a small shelf in the back corner of the room. Use it at the middle computer terminal, just to the right of the shelf where you found it. It turns into the **Main Fuse [L8]**, which you can now use on the Breaker System in the Main Shaft. Also, don't forget to grab the hidden **First Aid Spray [L8]** from the shelves opposite the computer terminal. Now return to the Main Shaft to use the Main Fuse. This restores power to several of the electronic doors in the building, one of which is at the Left Passage. Go there now. Activate the shutter door by using the switch on the wall next to it. Behind the door are two plant creatures, which can be killed easily with the Flame Rounds, and a doorway leading to the Room with Ladder to B5. Head through that doorway and kill the single plant creature here, and then come back inside to take care of two more plant creatures. Now go back outside and take the ladder down to Laboratory B5. There are two **Green Herbs [L9]** here if you need them.



Laboratory B5



As you make your way down, check your inventory and be sure that you have your weapons fully loaded. There are many dangers ahead.

Evacuation Gate Room

When you enter the Evacuation Gate Room, you come face-to-face with three Lickers. One drops down from the ceiling, so be prepared. Just be patient, and let them have it with the Flame Rounds. Past the Lickers, you find three **Green Herbs [M2]** on the floor in the wide part of the room. Pick them up, and then go through the other open door to the Control Center. The **Map to the Lab Area [M3]** is to the far left of the main control panel, below the video screens. There's also an Item Box here, if you need it. Continue to the Area Outside Giant Moth Room and enter the big metal doors that lead to the P-4 Laboratory.



P4 Laboratory



This is actually one really big room split up into three different sections. Since the doors between the sections run on motion sensors, the five skinless Zombies here can walk freely from section to section. Be careful! In the first small part of the room, there's a locker that accepts the Weapon Locker Key. You're rewarded with the **Magnum Parts [M5]** when you open it. In the big section of this room, look for the **Power Room Key [M5]** shining on the white table in the back. That's it for this room, so exit to the area outside the Giant Moth Room.

Giant Moth Room



You need to use the Lab Card Key on the security panel outside the entrance. Have your Flame Rounds ready, because there's a Giant Moth hanging on the wall in the back of the room. After finishing it off, blast the nasty critters off the nearby computer and use the user name **"GUEST"** to log in. The computer then registers your fingerprint image. Head back outside, and climb the ladder up to the Laboratory B4 level. As you go through the Evacuation Gate Room again, another Licker drops down from the ceiling to surprise you.

Back to Laboratory B4



Make your way to the Right Passage and open the shutter door. This reveals another door with a special fingerprint verification control panel beside it. If you've already activated this control panel as Claire, do it again as Leon. The door now opens because it has two separate fingerprint scans. Inside is either a Sub Machinegun or bullets for it, depending on if you already have the Sub Machinegun or not.

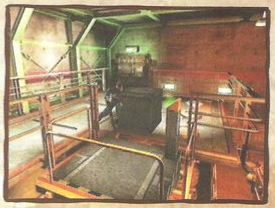
Now, use the Lab Card Key on the door to the immediate left of the shutter door, make quick work of the two plant creatures, then turn on the light switch at the left side of the room, next to the gas cylinders. There are some **Magnum Bullets [L10]** in the back of the room.

Return to Pump Room 1

Now it's time to return to Pump Room 1, so go back to the B1 Passageway and ride the elevator back down. As you walk through the Passageway, Annette appears—and so does the Tyrant! Put him down with a couple of blasts from your Shotgun, and then loot the **Magnum Bullets** from his corpse. When you re-enter Pump Room 1, there's a quick puzzle that you need to solve. See that strange-looking crate? Push it onto the smaller elevator and ride with it down to the lower area of the room, then push it along the small left path until it's flush against the back wall. (Don't worry, there's no way to mess this up.) Now climb on top of the crate, and you can reach an area that was previously inaccessible. Use the Power Room Key on this door to gain entry.

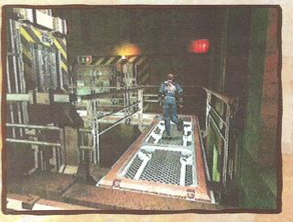






Power Room 2

As you walk into this room, another cut-scene occurs. At the end, the Tyrant falls into a pool of lava in the lower part of the Laboratory. The building's self-destruct system also engages, so you need to hustle back to the big elevator. Don't forget to grab the **Master Key** off the floor. Ride the elevator back up to Transport Room 2 and enter the Security Office.





A cinematic then shows you carrying Sherry to the elevator. When it ends, use the Master Key on the other control panel. This causes the elevator to follow a different route and take you down to the Escape Train Room.

Escape Train Room

You automatically start off in Train Car 1, so go to your left and enter Train Car 2. In the very back of this car is a Typewriter, an Item Box, an **Ink Ribbon**, and the **Platform Key**. Save your game, and then exit through the side door in Train Car 1. This takes you back out to the Escape Train Room.





Use the Platform Key on the metal doors to your left and enter the Plug Room. There's another Item Box here if you need it. Cross the bridge to the other side of the room, and activate the control panel there. Get **Joint S Plug** and **Joint N Plug**, then go through the other door.

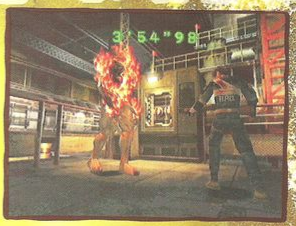
Tyrant Room

There's a generator in this room, but it's missing the plugs it needs to operate. Use the two plugs on the control panel, and power is redirected to your Train. Unfortunately, this also triggers the Tyrant's appearance, and you must fight him for the final time.



BOSS FIGHT

Tyrant



He's extremely fast, and there's no easy way to dodge him. Just make sure that you have a lot of health. There's one reliable tactic to beat him, however: Shoot him with a couple of Shotgun Shells, and then run away from him. A woman eventually appears in the shadows and throws you a **Rocket Launcher**. Quickly grab it and fire at the Tyrant. One shot is all it takes, but you have only two rockets.

After he's destroyed for real, return to the Escape Train Room and activate the control panel at the front end of the platform. This opens the gates that are currently blocking the train's route. Reboard the train and go to the Engine Car Control Room.

Engine Car Control Room

Power up the train by activating the big handle at the center of the main console. Some FMV segments take place, and then you regain control of Leon. Proceed to Train Car 2 again and walk forward until the final boss appears. He's pretty gruesome and knows how to deal the damage. As soon as you get a chance, let him have it with any weapons you have left. The Magnum and the Modified Shotgun work best. He's actually not that hard to kill. As soon as you've finished him off, return to Train Car 1 to watch the final sequence of the game. Congratulations, you've just finished Leon's "B" game!







Secrets & Bonuses

No game would be complete, or as exciting, without some cool secrets and *Resident Evil 2* definitely delivers in that department. However, the secrets in this game aren't of the typical nature—there aren't any special codes or button combinations to enter. To unlock these secrets, however, you must put your gaming skills to test. Only by getting better can you hope to discover all the hidden features this game has to offer. Are you up for the challenge?

UNLOCKING THE SECRETS

All of the secrets in this chapter are based on playing the game on the "Normal" difficulty setting.

The Secret Bonus Weapons

As mentioned in the "Surviving the Horror" chapter, each time you finish a game you receive a letter rating based on how well you played. If you earn an "A" or "B" rating, you can unlock certain secrets, such as the bonus weapons. There are a total of three bonus weapons: the Rocket Launcher, the Sub Machinegun, and the Gatling Gun. The following table summarizes how to get them:

Weapon	Finish...	Time Allotted	Game Rank
Rocket Launcher	Leon's or Claire's "A" game	Less than 2½ hours	"A" or "B" rank
Sub Machinegun	Leon's or Claire's "B" game	Less than 3 hours	"A" or "B" rank
Gatling Gun	Leon's or Claire's "B" game	Less than 2½ hours	"A" or "B" rank, without saving

Each weapon comes with infinite ammo, too. It's important to note that unlocking the Gatling Gun comes with another added benefit: the ability to use the Rocket Launcher *and* Sub Machinegun!

To use these cool new weapons, start a new game using your latest save, and go to any Item Box. The bonus weapon will be waiting inside.



BE ADVISED!

Only use these weapons when you're fooling around in the game and not actually playing through a "real" game. If you use them during an actual game, your overall letter ranking will decrease.

The Alternate Costumes



Caught your attention with that headline, didn't we? It's true, you can change into alternate costumes, just like in the first *Resident Evil*.

To earn the alternate costumes, start either of the two character's "A" games and head to the Police Station's alleyway. Sounds simple, huh? Well, the hard part is that you can't pick up any items on your way there. That means you'll have very limited ammo to get past the dozen or so roaming Zombies.

When you reach the area outside of the Station, check the alley to ensure that the "special" Zombie is there. The "special" Zombie is actually Brad Vickers, the S.T.A.R.S. pilot from the first *Resident Evil* game. Because you'll probably have little ammo at this point, go inside the building, find an Item Box, and grab one of those fancy bonus weapons with unlimited ammo. Then go back outside to the alley and blast the Zombie to bits. This creature can take quite a bit more punishment than the normal Zombie, so only the mega-powerful, unlimited ammo weapons can do the job.



After disposing of this Zombie, check its body to find the **"Special Key."** Take the key to the Dark Room. There is a set of lockers to the left of the door. Use the key to open the doors and *voilá*—alternate costumes! You just have to see Claire in her road hog leather!

ALTERNATE STRATEGY

If you like playing "dangerously," try earning the Special Key in another way. Run up close to the "special" Zombie, wait for a split second, then back up slowly. If you time it just right, the Zombie will dive at your feet and start chewing on you. After a second or two, your character will automatically stomp on the Zombie's head, which will kill it instantly. You can then pick up the Special Key.

The benefit of this method is that you don't have to waste any ammo. Also, your overall grade won't suffer because you didn't rely on the bonus weapons.

Secret Character #1: Hunk

To play as Hunk, play through any character's "A" game and earn an "A" rating. Then save your game and continue through the "B" game. You must also finish that game with an "A" rating, which means not using any of the special weapons!



After saving your game this time, a new screen appears and prompts you to save the game once again. Do as it asks and then load the game. You can now play as the "4th Survivor" of the Raccoon City massacre, Hunk. This secret character is a member of the Umbrella S.W.A.T. team that was assigned to retrieve the G-Virus.

When playing as Hunk, the goal is to get to the Helicopter Rooftop from the Stairs to Sewer B1. This is *far from easy*, though. There are countless enemies in each room, and you only get two herb mixtures to heal yourself. Luckily, Hunk is armed with the Pistol, Shotgun, and the Magnum.

Secret Character #2: Tofu



As the name implies, the character Tofu is in fact a block of tofu. To play as this character, you need to fully play through *Resident Evil 2* three times (six scenarios) in a row. That means you need to complete an "A" game and then a "B" game, then the "A" game again and the "B" game again, then finally the "A" game and the "B" game again. Plus you need to earn Hunk. You can get Hunk at the end of the first or second "B" scenarios. Make sure you save your game at the end of each scenario, so that you continue the same game you initially started.

When playing as Tofu, your only weapon is a knife. Yes, that's right. You must battle through Hunk's scenario using only a knife. Good luck—you'll most definitely need it!

Extreme Battle

This mode is unlocked in exactly the same manner as Hunk is unlocked. Play through an "A" and "B" game and earn a grade of "A" for both. The objective of Extreme Battle is to get from the Laboratory to the Raccoon City Police Department and search for some very unique bombs.





Shooting the Camera



As a bonus surprise, Capcom has added the ability to shoot the camera at different locations in the game. The first time occurs at the Outer Path, where the two dogs are located. Walk up to the manhole and turn around to face the camera. Slowly walk forward until the camera switches angles, then walk as close as possible to the screen. Take a shot at the camera using the Shotgun and see what happens! When positioned correctly, the screen should crack just like a piece of glass.

Another location occurs on the Transport, the place where you must fight the mutated form of William Birkin. Run around the Transport until you reach the side directly opposite the door. Walk up to the screen (just like you did in the Outer Path), and fire off a Shotgun blast. There are several other places in the game where you can shoot the camera... Do you think you can find them all?

The Secret Film—Film D

To find the hidden roll of film, go to the S.T.A.R.S. Office and search the desk on the far left *50 times*. It's the desk that says, "It's trashed. Someone must have searched the desk." Doing so earns you the secret **Film D**.





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Dan Birlew lives in southern Nevada, with his wife Laura. They have been married for nearly ten years, and they are overly proud of their new Honda Pilot. A graduate of the University of Texas, Dan is the author of twenty strategy guides published by BradyGames, including Capcom titles such as *Resident Evil Zero*, *Resident Evil*, *Onimusha 2: Samurai's Destiny*, and *Devil May Cry*.

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Stephen Frost has been a resident in the San Francisco area for over six years now, and has written several Resident Evil guides, all of which have been published by BradyGames. The author would like to acknowledge a few people for their help and assistance on this guide. Thanks to my mom for everything she's done for me and for being there when I most need her. Special thanks goes to my sweetie who has remained extremely patient with me, despite the endless hours and the extremely long screenshot-taking sessions. Lastly, I want to give a nod to my boys at PSM for just being good friends and constantly entertaining. You all have a special place in my heart.

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